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OFFICIAL STRATEGY GUIDE

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THE SLY COLLECTION™



THREE CLASSIC GAMES ALL ON ONE BLU-RAY DISC

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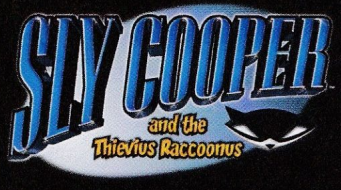
COVERS PLAYSTATION®3 COMPUTER ENTERTAINMENT SYSTEM

PS3™
PlayStation®3



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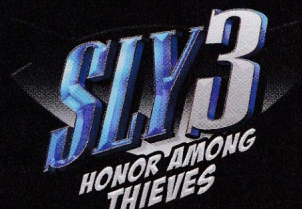
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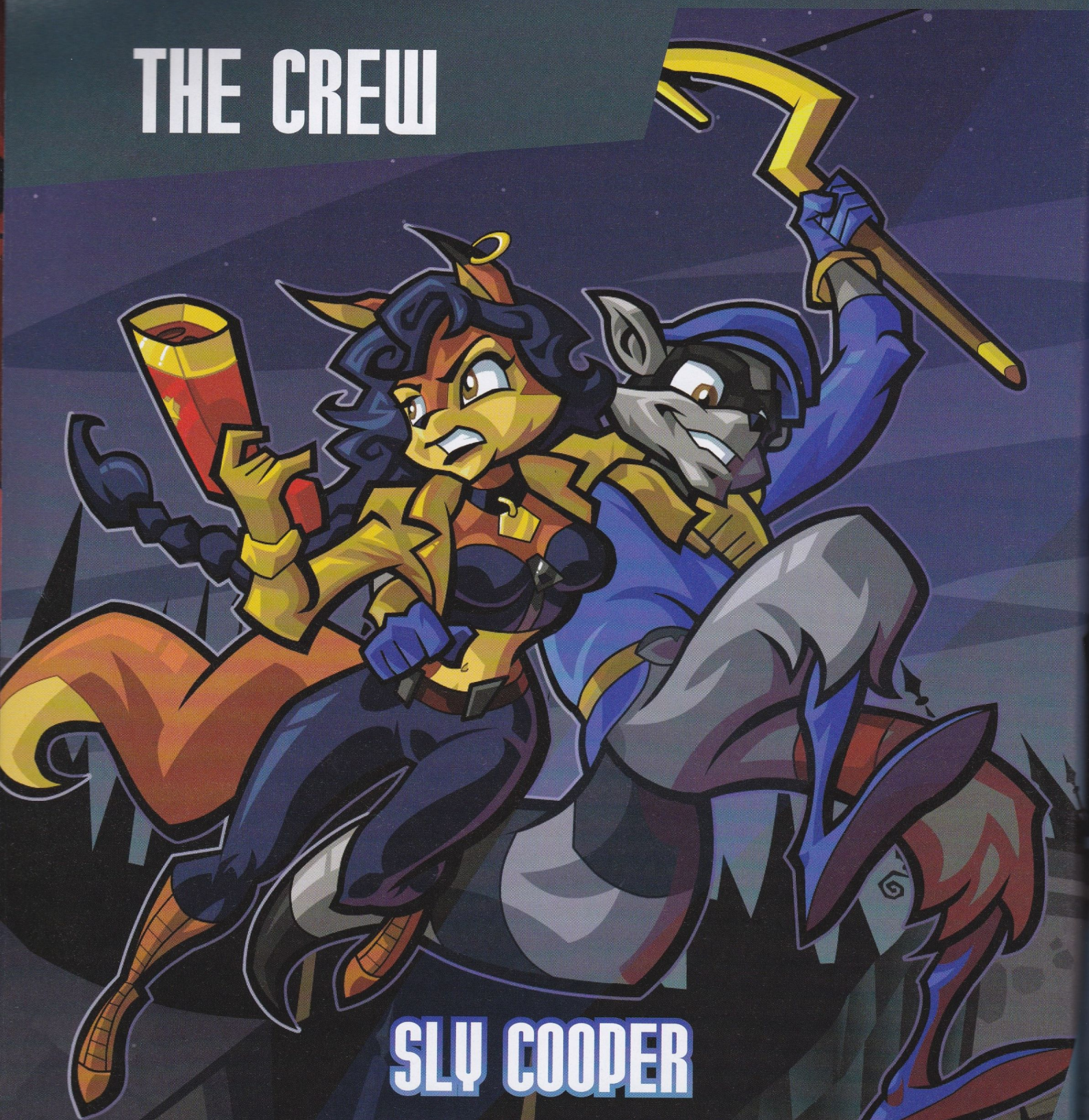
WELCOME TO THE COOPER CLAN!

Throughout the centuries, the Cooper name has been synonymous with stealth, cleverness and—most of all—thievery. Today, the latest in this proud line of ne'er-do-wells—Sly Cooper—has teamed up with his childhood friends for a series of outlandish escapades the likes of which have never been seen. Their mission: to avenge his lost parents, protect the future of the Cooper clan, and reclaim his family's legacy.

Journey with them as the gang travels to lands distant, exotic, and obscure as they face the most vicious and villainous members of the criminal underworld. Only a master thief can steal from the world's most wanted, so be prepared to embark on a riveting ride brimming with danger and deception around every corner.

It takes agility, brains, and brawn to outwit cops and crooks alike. Welcome to the Cooper Gang, a world of action, comedy, heart-breaking tragedy, and romance—do you have what it takes?

THE CREW



SLY COOPER

Sly is a descendant from a long line of master thieves who specialized in stealing from other thieves. Pinching loot from normal, everyday citizens was boring and unfulfilling, so the Cooper family honed their skills as master thieves by pilfering from unjust crooks. The clan's exploits and skills were logged in the "Thievius Raccoonus," a tome that has been passed down through generations. Under the strict tutelage of his father, Sly was next in line to inherit the hallowed book when fate took an unexpected turn.

Characters

A group of thieves bent on world domination attacked Sly's parents and stole the Thievius Raccoonus leaving him an orphan. It was there at the Happy Camper Orphanage where Sly befriended Bentley and Murray.

With his trusty cane by his side, Sly travels around the globe with his friends, stealing from the world's greatest thieves and villains in hopes that he may one day live up to the legacy that his great ancestors left behind for him.



MURRAY

Headstrong and eager to help, Murray is the Cooper gang's driver. This courageous hippo steers the Cooper van away from authorities bent on taking them in. With Murray at the wheel, the crew is assured a quick getaway.

As the heists and schemes became more elaborate, the team enlisted Murray in additional roles. A die-hard comic book enthusiast, Murray always had dreams of becoming a super hero. With his large frame and monstrous strength, "The Murray" lives out those dreams, punishing evildoers around the world.



BENTLEY

The brain behind every operation, Bentley is a technical wizard who utilizes his intelligence to guide the crew through the most dangerous predicaments. Every team needs a hacker and Bentley fills that role admirably with an uncanny ability to access the most formidable security systems. Bentley met Sly and Murray as a youngster at the same orphanage. Upon hearing Sly's tale of woe, the clever turtle decided to lend his skills toward the recovery of the Thievius Raccoonus.

Bentley started out in a technical support role with the group, but the difficult adventures forced him to take a more hands-on approach with the operations. Although equipped with advanced stealth weaponry, the bright—yet fragile—Bentley would rather remain behind-the-scenes than in the field.



THE LONG ARMS OF THE LAW

INSPECTOR CARMELITA FOX

Carmelita is a fourth-generation cop working for Interpol. Fruitlessly hunting the Cooper gang for years (and always one step behind), she's never managed to catch them. Her interest in Sly borders on obsessive and it's quite possible there's more to it than meets the eye... Carmelita is very black-and-white when it comes to her outlook on crime and criminals. Everyone who breaks the law, whether it's a jaywalker or a murderer, is a criminal and should be brought to justice. She is also a very emotional woman who has to work constantly to keep her temper in check.





CONSTABLE NEYLA

(SLV 2 ONLY)

Neyla grew up a poor child in New Delhi and scammed her way into an exclusive British university. While attending school, she used her strong powers of persuasion to create a homework ring that involved other students doing her work for her. When the ring was discovered, the authorities were so impressed with her skills that they offered her a job at Interpol. They believed she could "get inside the head of the criminal element." Constable Neyla is a very charming person who is capable of instilling trust in anyone she speaks with.





THE CONTESSA

(SLV 2 ONLV)

A world-renowned criminal psychologist, the Contessa is law enforcement's premiere prison warden. Her pioneering use of hypnotherapy has produced some favorable results and subsequently earned her a prominent position within Interpol. Normally, the Contessa can be found in her rehabilitation center in Prague, where she works tirelessly to cure thieves of their "criminal impulses."



THE REST OF THE BUNCH

THE GURU

(SLV 3 ONLY)



An aboriginal mystic from the wilderness of Australia, the Guru trained Murray in the ways of the Dreamtime. He shies away from conflicts using his shape-shifting abilities, but he isn't afraid to use the weak-minded to fight for him if the need arises. Defender of the Outback and guardian of the Mask of Dark Earth, the gang introduces him to a world of new adventures and experiences beyond his ample backyard.

PENELOPE

(SLV 3 ONLY)



An RC expert, Penelope spends much of her time in ThiefNet chatrooms. Inventive, intelligent and incredibly loyal, she takes great care to only associate and work with the best of the best. She may be difficult to impress, but once someone earns her respect that person has it for life.

THE FIENDISH FIVE

RALEIGH



Known as Sir Raleigh the Frog to the upscale crowd, this wealthy amphibian grew tired of living in the lap of luxury. While sailing on his extravagant yacht, Raleigh was prompted to raid a passing ship. After becoming addicted to piracy, this hot-tempered frog was recruited as the Fiendish Five's chief machinist.



MUGGSHOT

The ruthless muscle of the Fiendish Five, Muggshot commands a large pack of thugs and criminals. Although not particularly bright, this pumped-up canine's strength compensates for his lack of intelligence. Despite his appearance, Muggshot grew up as the runt of the litter, constantly bullied and taunted. Inspired by gangster movies, he worked hard to gain power and respect.

MZ. RUBY

The chief mystic of the Fiendish Five holds no compassion for anyone. This self-taught Voodoo priestess abides by nobody's rules but her own and sees no wrong in turning her only friends into mindless zombies. Alienated as a child, Mz. Ruby seeks to punish the world through her mojo magic one undead body at a time.



PANDA KING

A struggling fireworks artist who came from a poor background, Panda King's passion for pyrotechnics allowed him to create the art of Flame Fu. He's since switched from creating beautiful illuminations in the sky to wreaking combustible carnage on unsuspecting villages.



CLOCKWERK

The mastermind behind the raid on the Cooper home, Clockwerk is the leader and founder of the Fiendish Five. Consumed by his hatred for the Cooper clan, this owl transformed his body into nothing less than cold, hard steel. He's lived for hundreds of years on a steady diet fueled by his hatred and jealousy for the thieving raccoon family. His sole purpose in life has become to sully the great Cooper lineage and prove to the world that they are nothing without their precious Thievius Raccoonus.



THE KLAWW GANG

DIMITRI LOUSTEAU

(SLY 2 ONLY)

Once a passionate young art student, Dimitri relinquished his visionary "kinetic aesthetic" style after incurring harsh criticism from the rest of the art community. Angry and disorientated, the misunderstood iguana turned to forgery and began duplicating old masterpieces, his way of punishing those with bad taste.





RAJAN

(SLY 2 ONLY)

Growing up poor and penniless on the streets of India, Rajan turned to a life of thievery early in his life and slowly ascended the crime ladder. This arrogant and paranoid tiger goes out of his way to convince others of his wealth and popularity.



JEAN BISON

(SLV 2 ONLY)

Looking to strike it rich during the gold rush, Jean Bison was frozen alive during a freak avalanche and thawed out 100 years later, leaving him out of touch with present-day society. A product of his time, he dreams of taming "the Wild North" by damming every river and chopping down all the trees. Using an elaborate train system that spans the Canadian plains, Jean Bison's abilities are of utmost importance to the KLAWW gang.



ARPEGGIO

(SLV 2 ONLY)

Fueled by his inability to fly, Arpeggio has always been obsessed with all things mechanical. He regards himself as a master of art and engineering who has the skill and birthright to recreate his powerful image.



MORE VILLIANS FROM AROUND THE GLOBE



OCTAVIO

Once a great opera singer, Octavio has been soured by the encroaching popularity of rock music. He blames it for stifling his rise to fame and was recruited by the mob thereafter. His singing has since found merits within the dastardly group, elevating him to the rank of mob boss.

MASK OF DARK EARTH

Originally hidden inside a cavern in the Australian outback, Murray's guru became its protector when miners accidentally disturbed its resting place. Floating in the air is its primary mode of transportation. More importantly, it has the ability to possess individuals and force them to do its bidding. When possessed, the unfortunate soul transforms into a relentless, rage-filled behemoth with the anger management skills of a rodeo bull.



THE BLACK BARON

Not much is known about this notorious pilot except that he is Holland's top-tier aviator. He founded the international competition known as "ACES," a competition in which other talented pilots are invited to prove their worth.

GENERAL TSAO

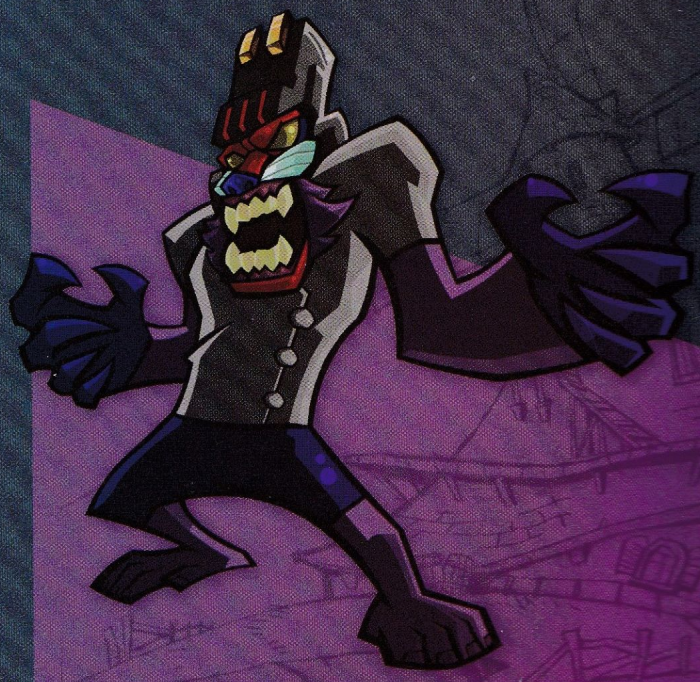
A corrupt and conceited general, Tsao's belief in the superiority of his bloodline is trumped only by his desire to wed the Panda King's daughter. Having respected the Panda King for his criminal prowess during his time with the Fiendish Five, Tsao kidnaps his daughter in order to begin a pristine lineage between panda and rooster.





CAPTAIN LEFWEE

A pint-sized pirate, Captain LeFwee deems himself the smartest scourge on the seven seas. Apparently, he has a soft spot for love and keeps an eye out for any ladies who might accept him—even with his faults.



DOCTOR M

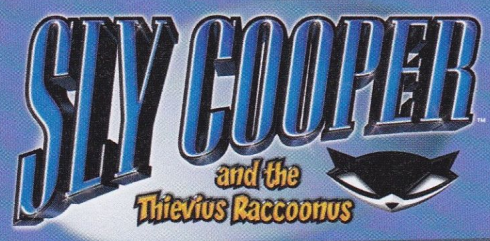
Doctor M has become a maniacal genius with a penchant for fiddling with mutations and genetics. Even when equipped with an assortment of grotesque monsters and a vast knowledge of the Cooper family, he has failed in his attempts to crack open the steadfast vault. Frustrated with his lack of success, he has constructed a massive fortress to encase it.

GADGETS & MOVES

For every great heist to succeed, every master thief needs the proper tools at his disposal. The gadgets and moves listed within this chapter can help make any difficult job just a little bit easier.

SLY

Sly's special moves complement his quick and dexterous frame. He can hold up fairly well in a fight, but his real talent is staying in the shadows and out of sight. Most of the following moves and gadgets aid that prowess quite well.





There are clue bottles scattered throughout 19 levels in Sly Cooper: Thievius Raccoonus. Collect all of the bottles in a level to unlock a piece of the Thievius Raccoonus. Sly will learn these new techniques in order of the vaults found; they are not specific to the levels. Therefore, if you open the vault in the first level, you will learn Dive. But if you skip the first couple of vaults and then open the one in "High Class Heist," you will also learn Dive.

Opening the third vault in each world does not result in a new technique. Instead, you will unlock the Blueprints for that world. Once wired directly into Sly's Binocucom, it indicates the position of nearby clues and breakable objects.



Drake Cooper's

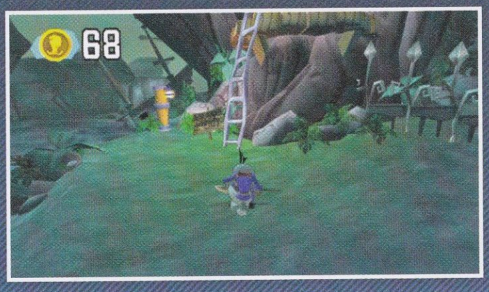
FAST ATTACK DIVE

Switch between power-ups by pressing L2 and R2. Select Dive and press △ to use this move. This leaping attack enables Sly to knock out unsuspecting enemies from a short distance.



Sally Cooper's

FAST GETAWAY RACCOON ROLL



Select Roll and press and hold △ to use this move. The roll is very useful at getting through levels quickly, like in the Master Thief Sprints. Note that Sly cannot roll through enemies while rolling, plus any obstacles encountered along the way will slow him down.

Dev Cooperinda's

SLOW MOTION JUMPS

Select Slow and press △ while in the air to slow down time. This move is extremely helpful to help land difficult jumps.



Chris Cooper's

DIVE COLLECTION

This is an upgrade to the Dive technique. Select Dive, jump and then press △ near breakable objects to unleash some fast-breaking, fast-collecting action. Also, use this technique against enemies when dropping from above.



Karin Coopergiwa's

COIN MAGNET

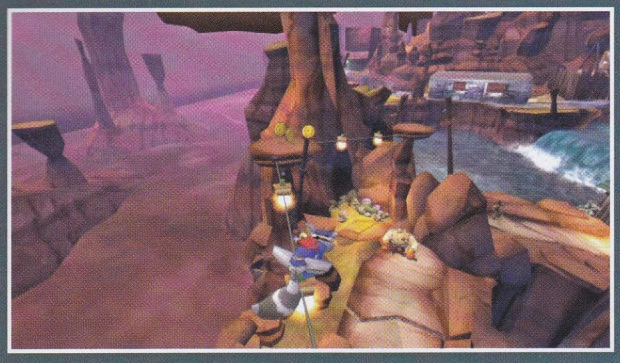
This technique occurs automatically, so there's no need to go out of the way to collect gold coins. Just get near them and the Coin Magnet will do the rest!



Rioichi Cooper's

NINJA SPIRE JUMP

Sly learns this move after defeating Raleigh. It really comes into play when Sly and the gang visit Mesa City. To jump onto sharp points, indicated on-screen by a blue sparkle, press ◉ while in the air.





Rob McCooper's

EXPLOSIVE HAT

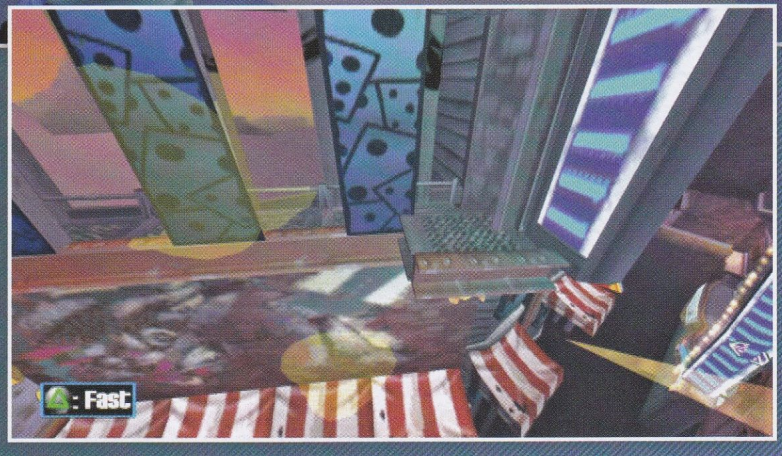
Select Mine and press △ to throw a hat at unsuspecting foes, then press △ again to detonate it. Be sure to retreat to a safe distance before detonation occurs, though. Try placing one in the path of a patrolling guard and then detonate it from a safe spot.



B.F. Cooper's

SPEED UP THE CLOCK

Select Fast and hold △ to speed up time. This technique is practical if you don't want to wait for a long time while the guards walk their routes.





Sir Andrew Cooper's

THIEF REPLICA

Select Decoy and press △ to generate a silhouette of Sly Cooper. Enemies will then attack the fake Sly, leaving the real one free to take them down.



"Tennessee Kid" Cooper's

RAIL WALK/SLIDE

Rail Walk and Rail Slide are learned after Sly defeats Muggshot. This move enables Sly to walk or slide on roots, vines and other narrow rails.



Suzanne Cooper's

WATER SAFETY

This technique is incredibly useful, especially in the Haitian Swamps. Another technique that occurs instinctively, it returns Sly to safe land should he fall in the water. Note that this technique does not work if Sly gets knocked into the water by an enemy.



Kelle McCooper's

ELECTROMAGNETIC RACCOON ROLL

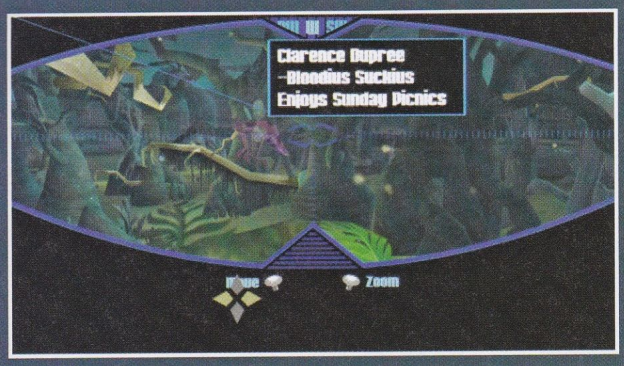
This is an upgrade to the Roll technique. Select Roll and hold △ to use it. The new incarnation of the Roll allows Sly to eliminate enemies while rolling through them. This version of the roll is a blessing in the Master Thief Sprints.



Bruce O'Coop's

COMPUTER HACKING

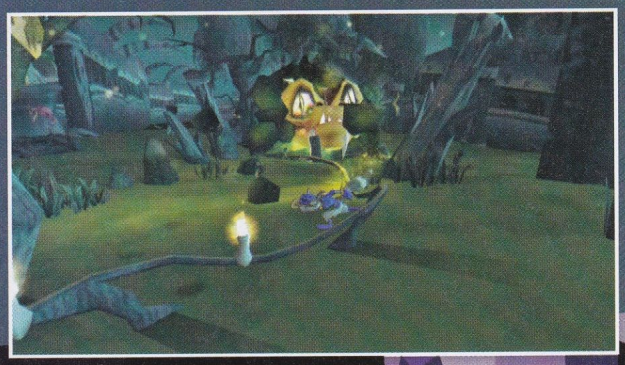
This is an upgrade for the Binocucom. With it, Bentley can project guard information by performing a scan. This technique reveals the enemy's name, scientific name and an interesting factoid.



Matthew de la Coopeur's

PERPETUAL SLOW MOTION

This is an upgrade to the Slow technique. Select Slow and hold [TR] to slow down time. With Perpetual Slow Motion, it's possible to slow down time whenever it's needed, not just while jumping.



Slytunkhamen Cooper's

INVISIBILITY

Sly learns this move after defeating Mz. Ruby in Vicious Voodoo. Press and hold ◉ while standing still to make Sly turn invisible. As long as it is used before an enemy spots Sly, the enemy will not notice Sly. However, if a foe has already seen Sly, then using Invisibility won't work.



Huckleberry Cooper's

MOVE WHILE STAYING INVISIBLE

This is a must-have upgrade to Invisibility. Press and hold ◉ while moving to remain out of sight from enemies and security system. It should be noted, though, that if Sly has already been spotted, don't bother using it.

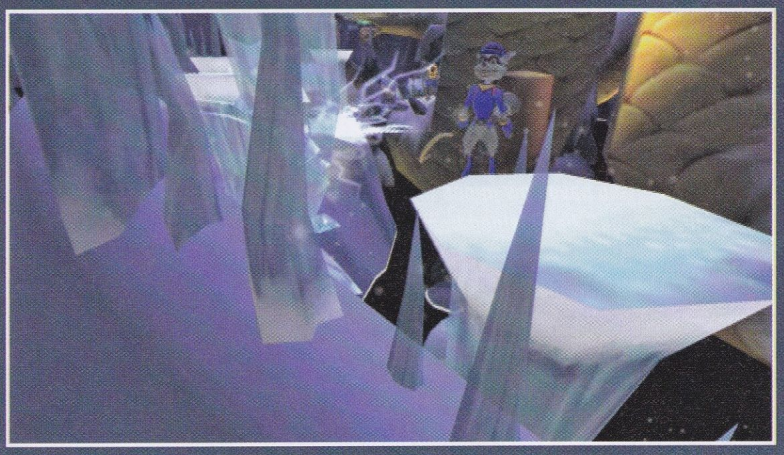




Sir Augestine of Cooper's

TECHNIQUE TO BRIEFLY DEFY GRAVITY

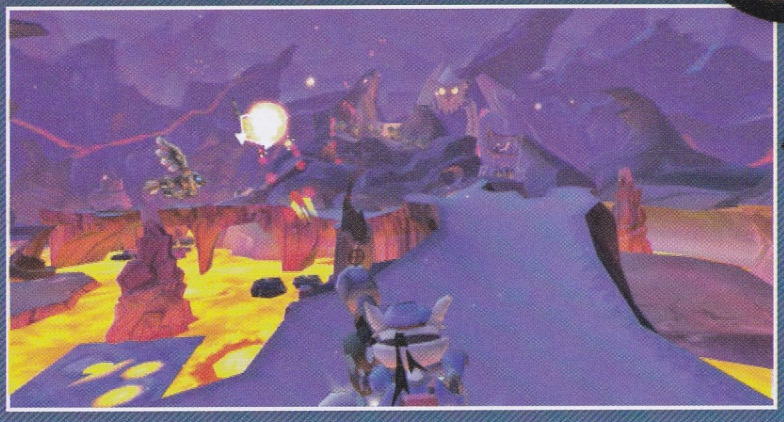
Much like the Water Safety technique, this allows Sly to safely return to land should he fall into a bottomless pit. In fact, Sly won't even lose a Lucky Horseshoe!



Otto van Cooper's

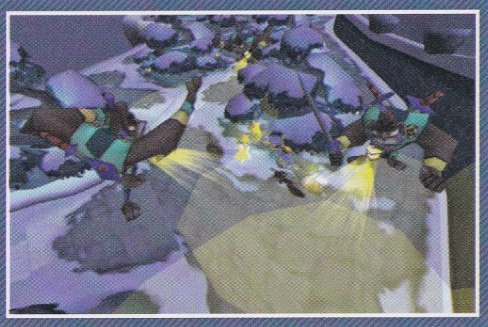
VAN MODIFICATIONS

After the gang defeats the Panda King, their van receives some custom modifications including a mounted gun and battering ram, which prove quite essential in the Krakaraov Volcano.



Colonel Reid Cooper's

TIME STOPPER



This is the technique that is learned from the final vault. Bentley can't crack the combination until after Clockwerk has been defeated. Once acquired, select Stun and press △ to perform a flash-bang that will stun all guards for a few seconds.

SLY 2 BAND OF THIEVES

SLY 3 HONOR AMONG THIEVES

During Sly's later adventures, Bentley creates and modifies many of the crafty raccoon's tools. Sly also heightens his abilities and hones them to complement his other crew members, who have now joined the fray. Many of these moves can be purchased on ThiefNet, but there are certain moves that can only be obtained from special vaults (only in Sly 2) in each city.

SMOKE BOMB



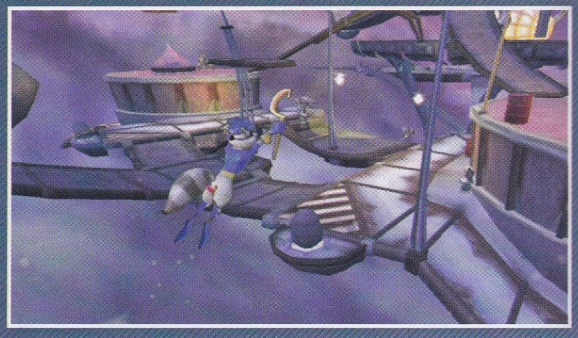
The Smoke Bomb is a nifty little tool for getting Sly out of a pickle. Using this bomb distracts enemies with a puff of smoke, allowing for a quick escape even after being spotted.



FERAL POUNCE



The Feral Pounce allows Sly to silently leap like a lizard onto nearby enemies, taking them out for the count. Holding down the button causes Sly to perform an eloquent somersault at the end of the pounce.



COMBAT DODGE



This power-up enables Sly to perform a quick sidestep to evade oncoming enemy blows with ease. The only catch is that this ability is only useable if Sly has been spotted by an enemy.



PARAGLIDE



This gadget allows Sly to glide through the air like a flying squirrel in order to escape purusants. It also enables him to acess hard to reach places.



THIEF REFLEXES



This ability slows down time to an advantageous pace, that of molasses that is, for our masked hero.

SILENT OBLITERATION



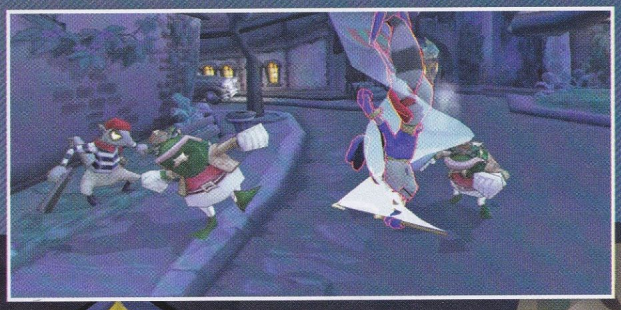
Silent Obliteration is an indispensible and expensive tool that enables Sly to silently stealth-kill enemies without fear of retailiation.



KNOCKOUT DIVE



A dual-use ability, the Knockout Dive allows Sly to knock down enemies in front of him like bowling pins or employ it as an evasive maneuver.



SHADOW POWER



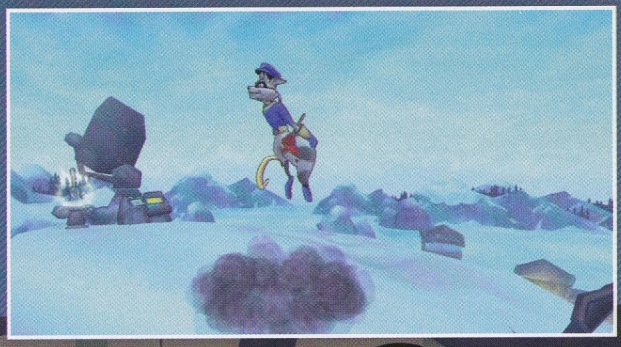
With Shadow Power active, Sly dons invisibility and sneaks around enemies without risking detection. During this time, however, Sly cannot move as quickly and touching an enemy results in his cover being blown.



MEGA JUMP



Sly can leap to incredible heights when using Mega Jump. Combined with the Paraglide, Sly can gain access to most areas much quicker.





SLY 2 BAND OF THIEVES

STEALTH SLIDE



Although it seems to focus more on style than use, this power-up let's Sly zip around quietly and quickly, like a hyped-up snail. This ability is best used for sneaking up behind clueless enemies.



ALARM CLOCK



This simple tool acts as a decoy for those pesky guards who insist on staying put. Tossing one of these noisy little devices in a guard's direction will peak his curiosity, allowing Sly to sneak by undetected.



VOLTAGE ATTACK



Sly's cane takes out a goon with one hit when it is infused with the power of electricity.



RAGE BOMB



Toss this combustible shell into a group of baddies in order to confuse them into attacking one other.



INSANITY STRIKE



Sly's staff will gain the power of "crazy!" Wallop an unlucky enemy with it and the newly deranged foe will cease attacking Sly and instead turn against their own.



MUSIC BOX



Throw this box onto the ground and a soothing song calms all the thugs in the vicinity, so much so that they will fall asleep!



LIGHTNING SPIN



The Lighning Spin is a twirling version of the voltage attack. Use it when multiple enemies are threatening Sly.



SLY 3 HONOR AMONG THIEVES™

ROCKET BOOTS



Breeze by an onslaught of enemies with this nifty power-up. The quickness of the Rocket Boots is second to none!





SHADOW POWER UPGRADE



A vast improvement upon the original, the Shadow Power upgrade allows Sly to run and attack enemies.



VENICE DISGUISE



Sneak into the ranks of Don Octavior by donning this guard's uniform.



PHOTOGRAPHER DISGUISE



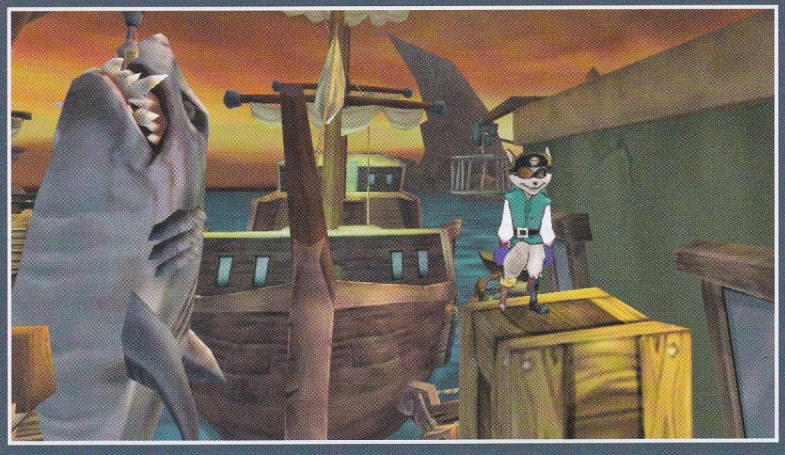
General Tsao has a weakness for admirers, so use that to Sly's advantage by pantomiming as paparazzi.



PIRATE DISGUISE



This disguise comes complete with its own vocabulary of scourging scoundrel insults!



TREASURE MAP



"X" marks the spot, but before that, Sly and the gang must decipher its many clues that lead the way to the coveted booty.

SPIN ATTACK

Sly radically spins his cane and knocks back any foes within its deadly radius. In Sly 2, press and hold ▢ to charge the cane then release to perform the attack. In Sly 3, press △ to charge the move then hit ▢ to spin.



SPIN ATTACK UPGRADES

For every upgrade. Sly can move while charging his spin, and the moves' efficiency, power and attack radius increase.

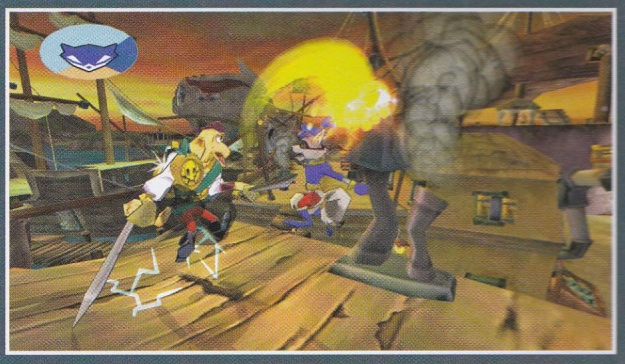
PUSH ATTACK

Nothing's wrong with being a little pushy, especially when enemies are out to put an end to Sly's quests. Press △ to charge Sly's cane then press ◉ and make them all pushovers.



JUMP ATTACK

Use the force of gravity to leap high into the air and let nature do its thing as you land on an enemy.



PUSH ATTACK UPGRADES

Greatly improves the strength of Sly's Push Attack.

JUMP ATTACK UPGRADES

Adds an explosive effect to the end of Sly's Jump Attack. At level 3, there is no margin of error!

Bentley

What this diminutive turtle lacks in strength and speed, he makes up for with his superior technological prowess. Bentley brings the firepower with an assortment of explosives and his dart gun can be outfitted with a number of useful add-ons.



SLY 2 BAND OF THIEVES

SLY 3 HONOR AMONG THIEVES

RAGE BOMB



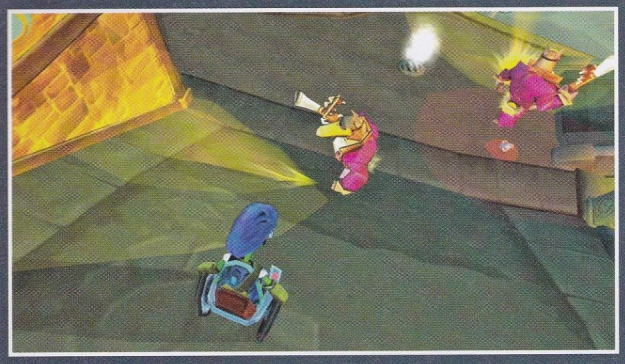
Toss this combustible shell into a group of baddies in order to confuse them into attacking one other.



TRIGGER BOMB



The Trigger Bomb is a remote explosive meant for both short and long attacks. Its explosions won't draw any unwanted attention from foes, not even if they're directly hit by one!



HEALTH EXTRACTOR



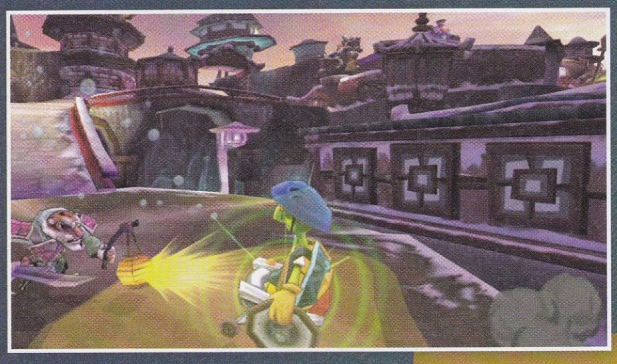
Short on health? Lay down a Health Extractor and watch an enemy caught in it. Then out pops a shiny new health power-up! This is especially useful in Bentley's case, as he can't take too much damage.



SIZE DESTABILIZER



Enemies will cower before the mighty Bentley when they are shrunk down by the Size Destabilizer. This power-up allows Bentley's dart gun to shrink enemies down to size…super pint size, that is.



HOVER PACK



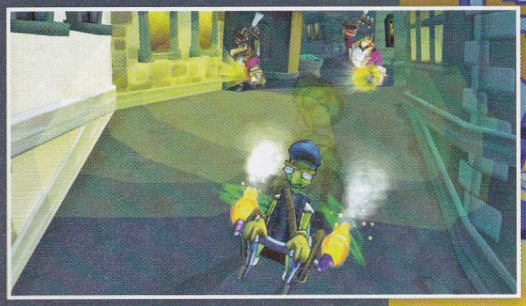
The Hover Pack gives Bentley a much-needed vertical push, allowing him to extend jumps and escape enemies. Beware of its extremely slow acceleration, though.



ADRENALINE BURST



The Adrenaline Burst transforms Bentley's feet into actual wheels. When triggered, he can burn rubber like the best of the them in order to get out of harm's way.





Sly 2: Band of Thieves

Snooze Bomb



Perfect for the quick getaway, the Snooze Bomb emits sleeping gas that instantly causes a foe to enter a sleep-like state upon enhaling the gas.



Long Toss



The Long Toss allows Bentley to throw objects for a great distance.



Sly 3: Honor Among Thieves

Fishing Pole



Using the magic of magnets, Bentley aspires to the ranks of Sly's skill by lifting objects from the unaware with the nifty Fishing Pole.



Alarm Clock



Bentley liked Sly's Alarm Clock so much, he built one for himself! Use it to confuse the enemies.



Insanity Strike



Turn the tables on goons worldwide by using the Insanity Strike. When unleashed, the enemies will do all the hard work for Bentley.



GRAPPLE-CAM



This versatile remote camera distracts enemies and can be detonated from afar. The Grapple-Cam's grappling hook allows it to be positioned in otherwise out-of-reach places.



REDUCTION BOMB



The Reduction Bomb is essentially a noisy firecracker that shrinks any enemies unlucky enough to get caught within its blast radius.



Murray

When "The Murray" marches through an area, thugs are sure to be sent home packing. The strong-armed hippo's moves reinforce his dominating presence, reigning even more destruction on many hapless goons.



SLY 2 BAND OF THIEVES

SLY 3 HONOR AMONG THIEVES

FISTS OF FLAME



With Murray's hands aflame, one sucker punch with the Fists of Flame will take out any enemy. Punch wisely, though, as this ability will extinguish after contact.



JUGGERNAUT THROW



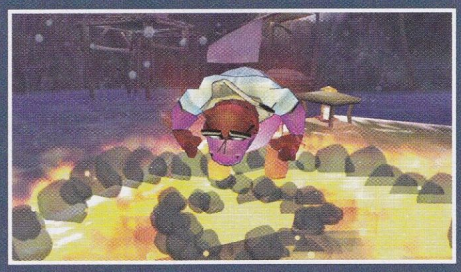
This power-up turns anything—or enemy—that Murray picks up into an active explosive, combusting on impact.



RAGING INFERNO FLOP



Murray can use the Raging Inferno Flop while airborne. When his heavy mass makes contact with the ground, his foes will be engulfed in a small explosion of fire.



BERSERKER CHARGE



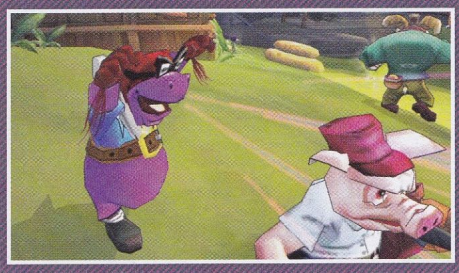
Using his broad body mass, the Berserker Charge allows Murray to charge full speed ahead through a group of enemies.



GUTTURAL ROAR



A great sound erupts from the depths of Murray's body when he uses the Guttural Roar. It will temporarily petrify enemies in a state of fear.



DIABLO FIRE SLAM



The Diable Fire Slam is only usable when Murray is holding a live adversary. He will then throw his opponent into the ground, causing a tremor of flames to arise.



BAND OF THIEVES TURNBUCKLE LAUNCH



Using the natural gases within his body, Murray will stand poised, ready to leap leagues into the air when he unleashes the Turnbuckle Launch.



ATLAS STRENGTH



Nothing can stand in Murray's way when he uses Atlas Strength. When active, he can sprint and jump while carrying an enemy or an item.



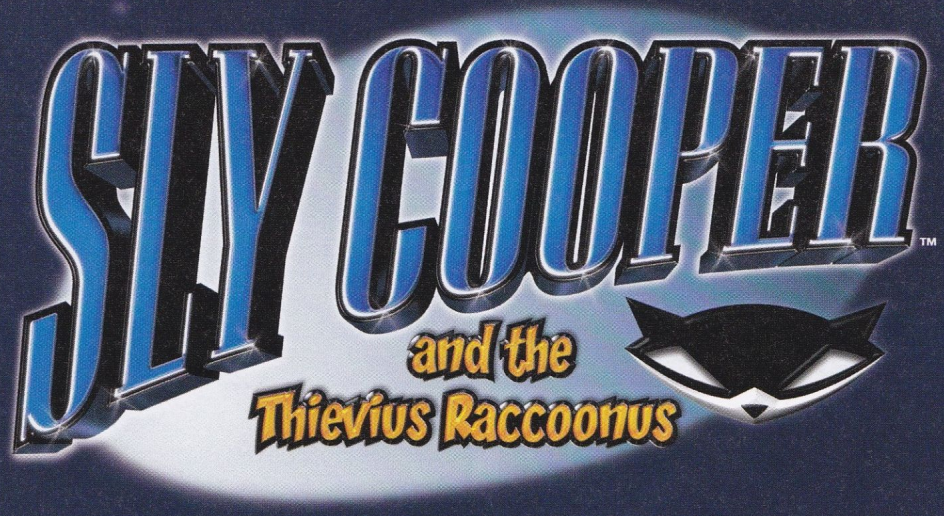
HONOR AMONG THIEVES TEMPORAL LOCK



After training under the Guru, Murray can utilize this Dreamtime move to freeze time around enemies.






SLY COOPER™
and the
Thievius Raccoonus

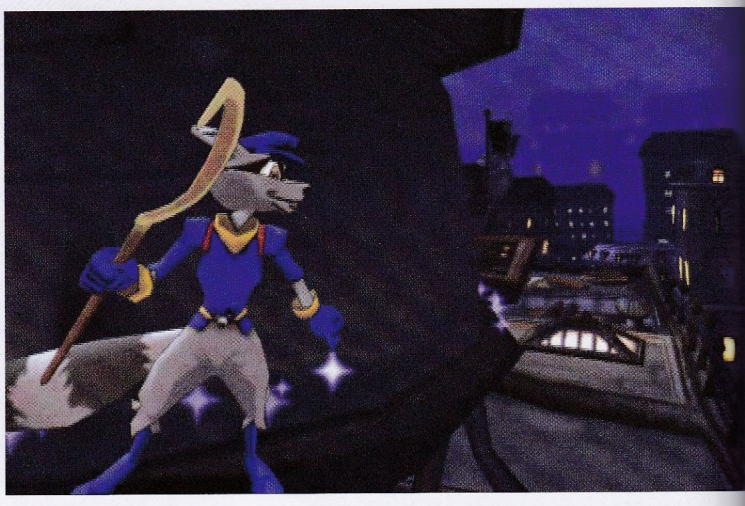
Prologue:
POLICE HEADQUARTERS

0 Total # of Clues

LET'S GET STARTED

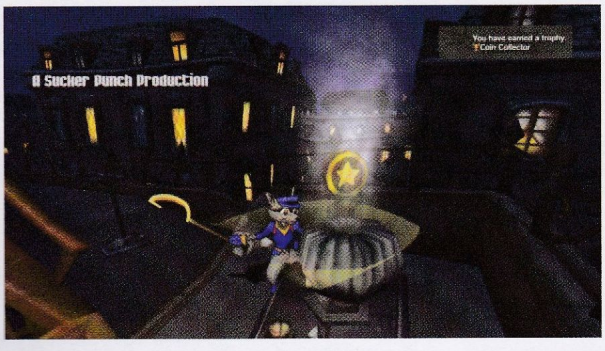
Sly Cooper starts out on the rooftops of Paris with an objective of breaking into Police Headquarters and stealing a case file from Inspector Carmelita Fox. First, you must cross the rooftop to the vent to get inside.



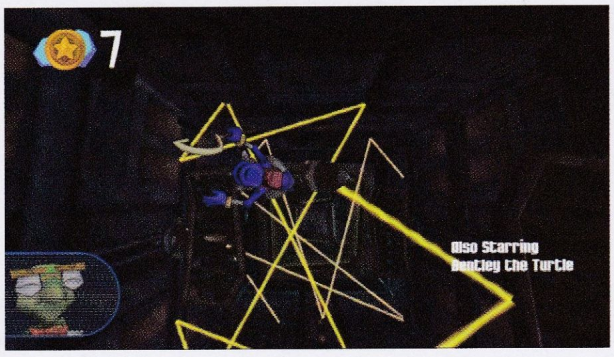


EXTRA COINS

There are many destructible objects on this rooftop (such as vents and antennae) that contain coins. Bust them open to increase your coin count. Every 100 coins results in a **Lucky Horseshoe** or, if you already have two horseshoes, an extra life.



Follow the trail of gold coins up the ramp to the blue aura along a ledge. When you see these blue sparkles, hold down ◉ to hug the wall. Now Sly can move along the ledge to the next platform.



Hop along the antennas and bust open the vent to access Police Headquarters. Inside the vent, there are a series of laser beams. Look down and spot the next ledge with the gold coin; jump to it and turn around. Use the same tactics on the next few ledges to reach the floor.

THE ALARM SYSTEM

If you touch a laser beam or are spotted by a searchlight, the alarm system will sound. When this occurs, the enemies are alerted to Sly's location. Find the nearest siren and smash it to turn it off.



BREAK INTO CARMELITA'S OFFICE

Follow the hallways to the left to find Carmelita's office. It's locked, so exit through the open window and use Sly's thief move to follow the ledge to another open window. Jump into her office and locate the safe in the corner.





Use the combination that Bentley provides (9-3-7) to open the safe and grab the file. Hop out the nearby open window, where Sly runs into Carmelita. She fires her bazooka at Sly, so quickly head down the fire escape—grabbing the gold coins in the process.





ESCAPE THE INSPECTOR

Continue through the police blockade once on ground level. Use Sly's cane to smash the barricades, or simply hop over them. Get into the getaway van at the exit and let Murray drive the gang back to the hideout.



Tides of Terror

A STEALTHY APPROACH

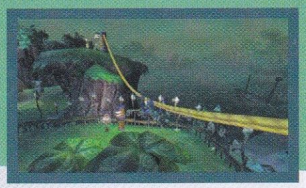
20 Total # of Clues

CLUE BOTTLE COMPANION

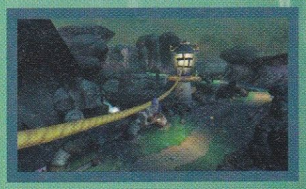
Exit the first tunnel and go to the left to find two clues on the dock. Continue onto the boat and take out Thor McCracken. Destroy the ship's mast to reveal two more clues.



From the same tunnel, head to the right and use the small tree to reach a clue atop a bigger tree. Jump and grab the rope above, then shimmy to another clue atop the third tree. Head back the other way over the fence to find two more clues.



Before grabbing the key at the end of the level, use the rope to return to the two searchlights and find the last clue.

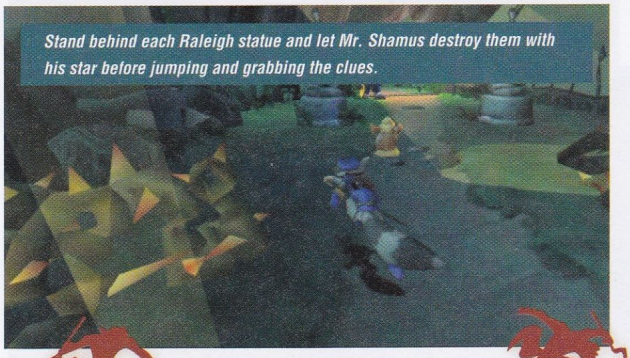


GRAB THE CLUES

With file in hand, Sly and crew venture out to find the first of the Fiendish Five, Sir Raleigh, who is hiding out on the Isle O'Wrath. Follow the gold coins through the tunnel, where Bentley gives Sly some pointers on how to climb. Before running for the ladder, though, grab the four clues to the left and then the four to the right. Now drop back into the starting area and head toward the ladder.

Climb the ladder and drop down on the other side of the fence, where Bentley lets Sly know about the dangers of the searchlights. Remember: If Sly gets spotted, the alarm system will sound. As the two searchlights separate, slip between them and smash the siren to turn them off. Run at the walrus, jump over his star, and pummel him.





Stand behind each Raleigh statue and let Mr. Shamus destroy them with his star before jumping and grabbing the clues.

BE CAREFUL OF THE SEARCHLIGHTS

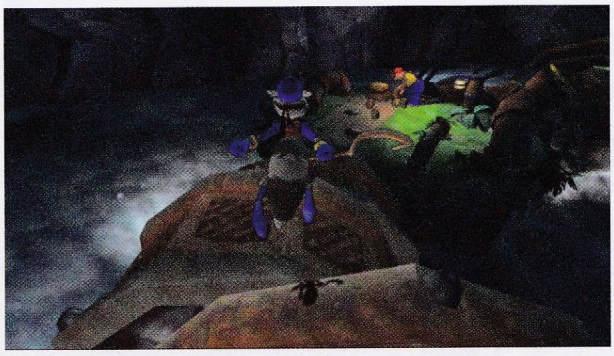
If the searchlights spot Sly a second time while the alarm is sounding, it will fry him and use up a life or a horseshoe.

DON'T GET CARRIED AWAY BY THE CURRENT

Continue up the path past the first signal repeater and take out the bees. Hop over Pyro O'Connor's flame and hit him with the cane. Before crossing the water, hop down to the ledge and collect the clues. Continually jump through the water to avoid being swept away by the current.

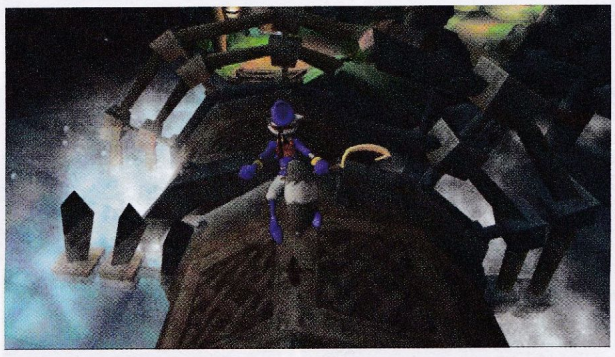

At the second waterfall, travel along the rocks to acquire more clues.

To bypass the gate, jump for the hook and press ◉ to grab it with Sly's cane. Swing toward the gate and hop over. Quickly jump between the spinning wheels to reach another Thor McCracken.



HOP ACROSS THE SPINNING WHEELS

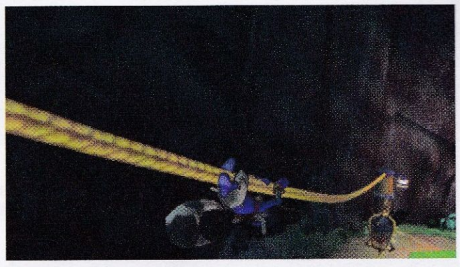
More spinning wheels form a path across the water ahead. Hop onto the first one and walk to the right until there is an opening. Jump onto the second one and repeat this process until Sly reaches dry land and another signal repeater.





Dodge between the searchlights—ignoring the coins for the time being. Take out Mr. Shamus and avoid two more searchlights. Smash the siren and grab the clue sitting in the corner.

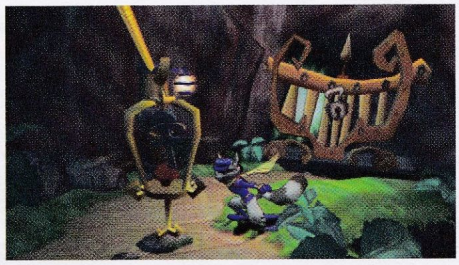
CLIMB THE SEARCHLIGHTS



Ignore the vault and jump onto the large wheels. Quickly leap ahead and use the rope to shimmy back to the searchlights and grab the last of the clues. Feel free to clean up any loose coins, too. By now, Bentley has used the clues to learn the combination, so return to the vault. Enter the given code (7-9-2) to learn Sly's first move.

EXIT

Return to the spinning wheels and jump to the opposite side. Grab the key and use it to exit the level, which takes you directly to "Prowling the Grounds." You can return to "A Stealthy Approach" and attempt the Master Thief Sprint, but it's better to return later after acquiring better thief moves.



Master Thief Sprint Time: 1:19

Tides of Terror

PROWLING THE GROUNDS

0 Total # of Clues

CHOOSE YOUR PATH

Follow the path until Bentley tells Sly what needs to be done. Use the cane on the hook to lower Sly to the platform below, then hop across the debris and grasp the Lucky Horseshoe along the way. Climb the ropes to reach the boat deck above.

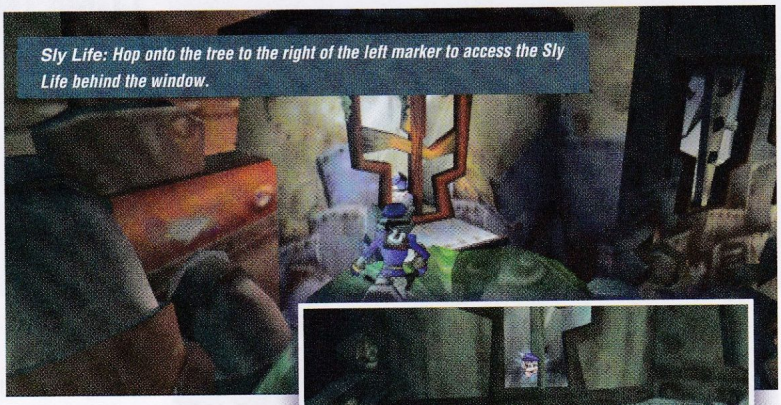


There are four holographic markers indicating four different missions that need to be done. You can do them in any order, but for purposes of this walkthrough we will proceed from left to right.

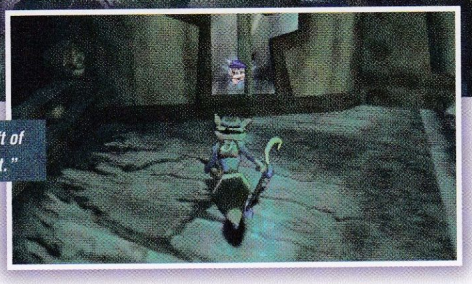
FIND TWO MORE KEYS

A path to the far right is blocked by a high-voltage tunnel. To get through, Sly must find two more of Raleigh's treasure keys to destroy the power generator.

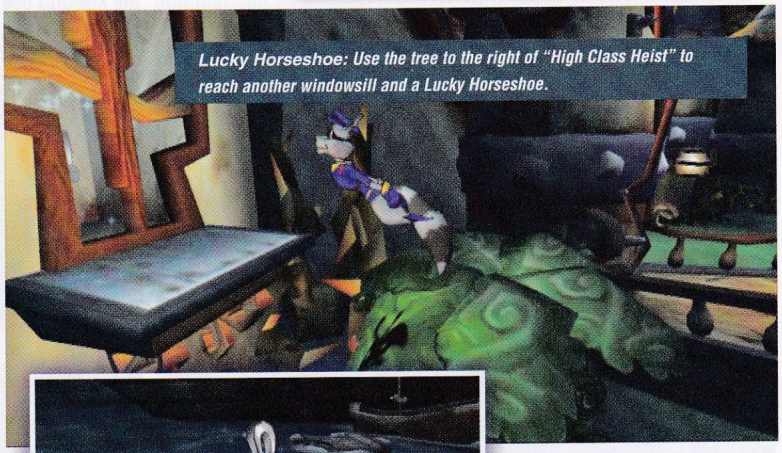
There are a few items to find around the grounds, so go ahead and get them before entering the first holographic marker. If you want, you can even get them again by entering a mission and immediately exiting.



Sly Life: Hop onto the tree to the right of the left marker to access the Sly Life behind the window.



Sly Life: Break the window to the left of the second marker, "High Class Heist."



Lucky Horseshoe: Use the tree to the right of "High Class Heist" to reach another windowsill and a Lucky Horseshoe.



Lucky Horseshoe: The horseshoe that Sly found on his way over to the boat also reappears.

INTO THE MACHINE

The first mission is the easiest one to access. Simply enter the holographic marker at the bow of the ship—nobody guards this entrance.



HIGH CLASS HEIST

An H.P. Squidcraft guards the entrance to "High Class Heist." Follow the line of gold coins and stop at the second one. Wait for the guard to turn away and then take him out. Follow the path into the second marker.





THE FIRE DOWN BELOW

Find the crow's nest to the right of where Sly entered the boat. Approach the wheel on the ground and walk toward the crow's nest. While walking on the wheel, the crow's nest is lowered. Pick up speed until it reaches the deck.



Use the cane on the rings to reach the platform ahead. Follow the blue sparkles to access the mission.



A CUNNING DISGUISE

To access this mission, run between "High Class Heist" and "The Fire Down Below" to access a rope. Climb to the rooftops and locate the blue sparkles. Press ◉ to hide from the H.P. Squidcraft and take him out when he turns his back. Enter the marker to access "A Cunning Disguise."



Tides of Terror
INTO THE MACHINE

30 Total # of Clues

CLUE BOTTLE COMPANION

Jump onto the furnace doors and go from left to right to reach the hanging bottle. Repeat this at the next two sets of doors. Drop down to collect any clues that fall to the ground.



Another set of furnace doors are separated by lasers. Jump from left to right between the doors to get the hanging bottles. After the third set of furnace doors, bound across to the pipes for another clue.



Use the bridge near the vault to cross the lava and break open the small safe to reveal another clue.



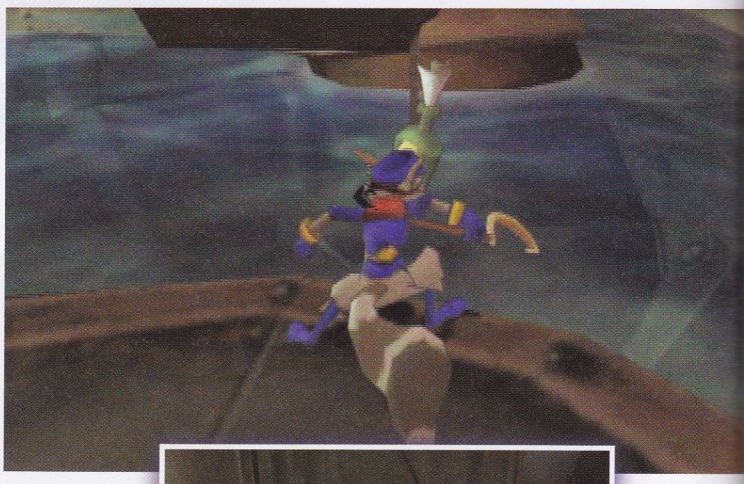
KEEP FROM GETTING BURNED

Delving deep into the inner workings of Raleigh's boat, Sly must find three more keys to reach the bow. As Bentley suggests, leap and hit the furnace door to close it. The door stays shut for a short time, so quickly move past it. Eliminate Thor McCracken and get onto the bridge to locate the engine room.



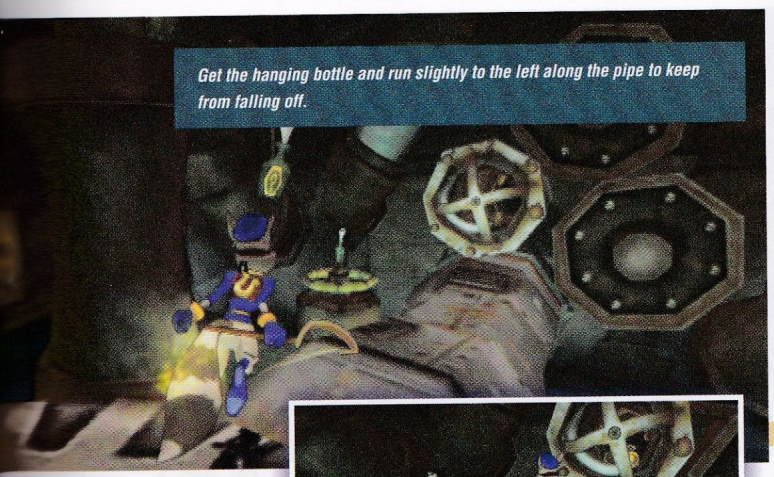
THE ENGINE ROOM

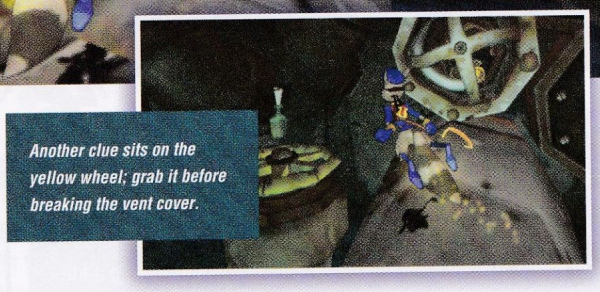
Hop onto the piston and approach the bridge. Hit the hanging bottle before getting onto the bridge, then wait for Pyro O' Connor's flame to distinguish before taking him out. Clobber Thor McCracken and leap across another piston.





Sneak along the blue sparkles to the other side, then grab the rope and climb to a platform above. Again, sneak along the blue aura following the coins all the way to a clue. Bound off and follow the path to a rotating pipe.





STEP DOWN THE FURNACE DOORS

Avoid Pyro O' Connor's flame and defeat him with one swing of Sly's cane. There are clues sitting on each furnace door ahead, plus three hanging above them. Go from one side to the other and grab the bottle hanging above before dropping down to the next doors. Just closing the furnace doors causes the other bottles to fall to the ground, so there's no need to worry if you don't get them the first time.





After the third set of doors, leap to the pipes to get a Sly Life. Drop down to the ground and grab any lingering bottles. Bust through another vent grate to find the first signal repeater and some rather intimidating fan blades.



AVOID THE FAN BLADES

Walk up to the first blade and watch as it passes. Quickly scoot across to the next coin and wait for another blade to pass. Learn the pattern and use this knowledge to bypass the other blades.



WATCH YOUR STEP!

The dark boards indicate where the blades touch. By all means, don't stop on one of them or you will lose a horse-shoe or worse—a life!



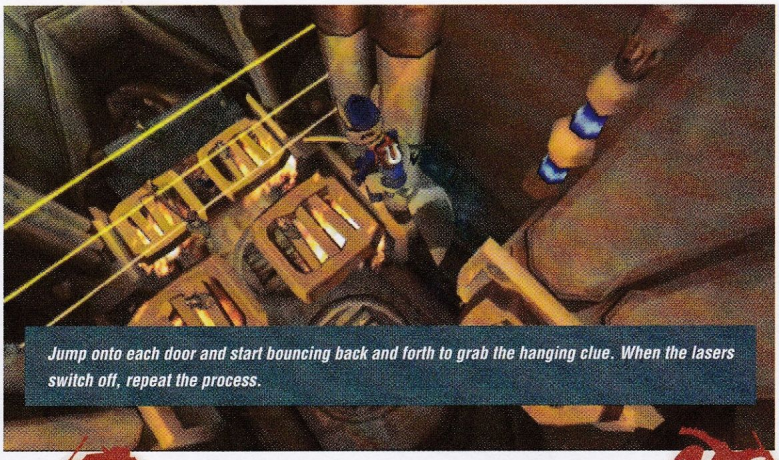
Continue past more fan blades, but be on the lookout for Pyro O' Connor. Grab the rope before he scorches Sly, then climb up to the next checkpoint and Thor McCracken.

MORE FAN BLADES

More blades block Sly's path, but this time without the platform. A wire stretches over the blades, so grab it and move toward the first blade. You can tell where the blades touch by looking for the thinner sections of wire. After the blade passes, quickly scoot across the wire. After three blades, hop across the gap to another wire (remember to press ◉ again to grab).



The next three obstacles have more blades, so Sly doesn't have as much time between each blade. Carefully move past these blades and hop onto the next platform.



Jump onto each door and start bouncing back and forth to grab the hanging clue. When the lasers switch off, repeat the process.

WATCH OUT FOR THE LASERS

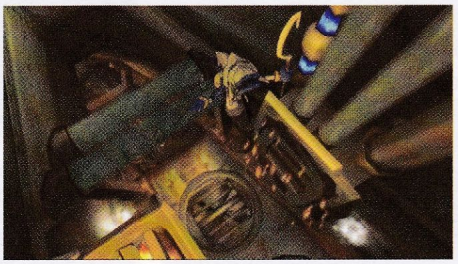
If you touch a laser, you need to break the siren behind Thor McCracken. Be extra careful getting down, because another laser will fry Sly and use up a life or horseshoe.

MORE FURNACE DOORS—WITH A TWIST

Swing across the ring into another vent and clobber Thor McCracken. Ahead are more furnaces like the ones found earlier in the game. There are bottles on each door and three hanging above, but this time lasers flash on and off between each set.



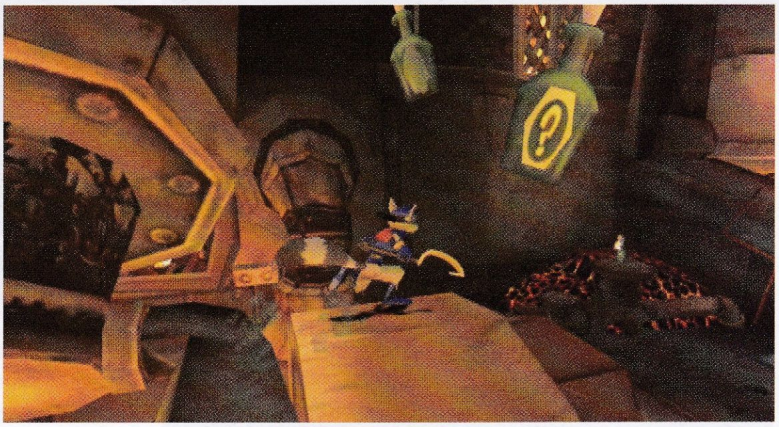




After the third set of doors, hop onto the pipes to get another clue before dropping to the ground. Pick up the remaining clues and take out Thor McCracken, then exit the vent.

NAVIGATE THE GEARS

Once on the spinning crankshaft, head over to a platform on the left. Continue up to a smaller gear and break the two hanging bottles before returning to the platform. Back on the crankshaft, wait for Pyro O' Connor to stop his blow torch and then take him down.



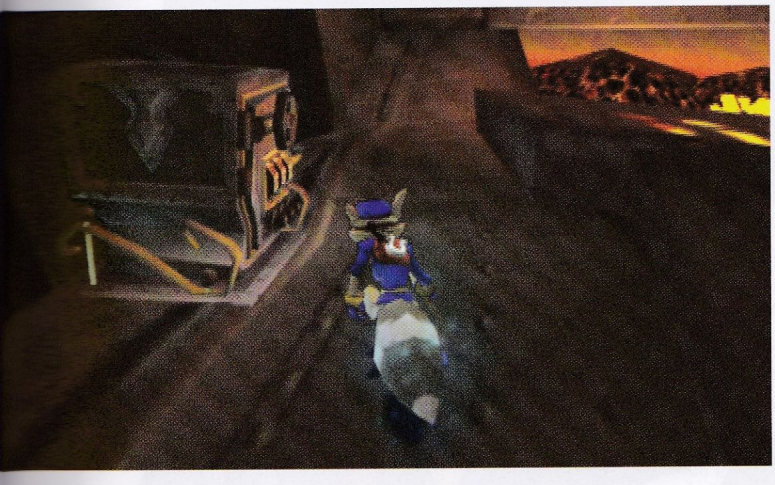
Spot the small red pipe and use it to climb to the upper level. Take the bridge to bypass the lava and defeat Thor McCracken. Break open the safe for another clue before returning to the other side of the lava.



ONE MORE CLUE

Return to the signal repeater and leap onto the platform as it lowers. At the top, jump onto the ring and swing onto a rotating platform. When it reaches its apex, look to the right for the last clue. Jump over to the gears and grab it before dropping back to the lower level. Find the vault nearby and enter the given combination (2-2-7) to acquire Sly's next move.





ROLL TO BEAT THE MASTER THIEF SPRINT TIMES

If you have collected all the clues up to this point, you should have received the Roll move. This makes some of the Master Thief Sprints much easier to complete.

GRAB THE KEY

Go back up the platforms and grasp the ring to glide across to the big furnace. Enter the hole and use Sly's cane on the furnace doors to pass through. Once on the bridge, get onto the circular platform. Don't jump too far or Sly will hit the fan blade; instead, leap to the center and seize the key to exit the level and return to "Prowling the Grounds."



Master Thief Sprint Time: 2:19

Tides of Terror

HIGH CLASS HEIST

20 Total # of Clues

CLUE BOTTLE COMPANION

There's a bottle at the very end of the long hallway just before the big room.



Destroy the Raleigh statue to the left of the flaming skull and use it to reach a ledge. Grab the two skulls and follow the ledge around to the back side to find another clue behind the skull. Continue around to the side to find two more clues above another statue.





SECURITY LASERS

Bentley has found a stash of treasure as evidenced by the tight security in the hallway. Now it's up to Sly to use his agility and stealth skills to bypass the security and bring in the big haul. Walk down the hall, grabbing the gold coins and clue bottles along the way.

HIDDEN GOLD COINS

At the start, examine the shelves to the right. You can break the glass and contents for some extra gold coins. Keep an eye out for stuff like this throughout the level.



Upon entering, Sly finds that the laser security is tighter than before. Four lasers travel back and forth, but they leave plenty of space for navigation. At all four sets, wait for the beams to go by and then sneak through the opening or bound over the lasers. If Sly happens to set one off, quickly silence the siren at the end of the hall.





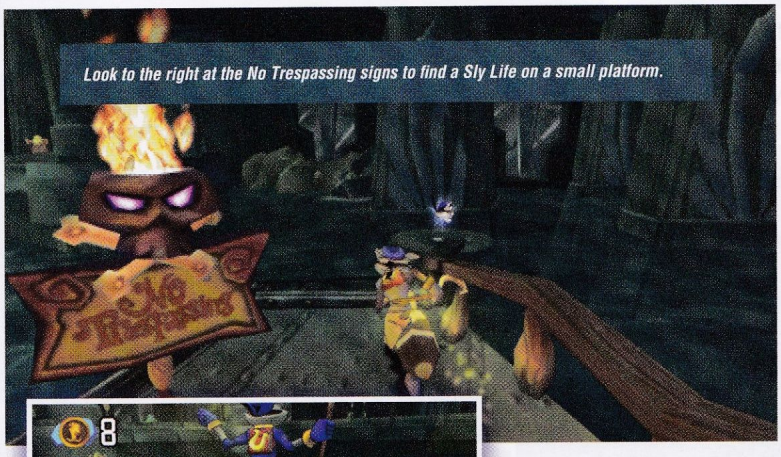
VERY TIGHT SECURITY

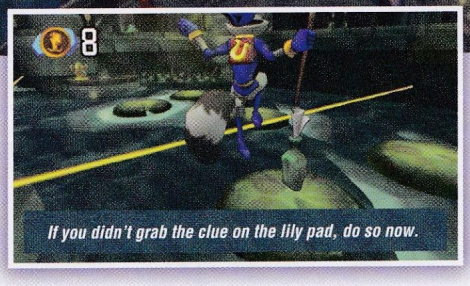
The flaming skull in the distance shoots lasers from its eyes and they follow Sly wherever he goes. Simply navigate around the laser fences ahead to the siren just below the skull. If you've acquired Sly's Roll move, he can roll along the flat areas. Otherwise, quickly run down the ramp and turn left to avoid the lasers.



LILY PADS AND LASERS

Destroy the two safes to attain four more clues and wait for the Lil Bowens to perform their belly flop move before taking them out with a Dive move or Sly's cane.





Drop to the wood platform below and watch the rotating laser trap. Sly must jump between the lily pads while also avoiding the laser; wait for it to approach the platform and jump leap over it to the first lily pad. Continue in this manner until Sly reaches the far platform with the siren. Take out the siren.

GRAB THE KEY

Climb the rope and sneak around the left pillar to find two clues. Now head the other way and stop before crossing the searchlights. Wait for them to spread apart, run between them, and grab the clues.

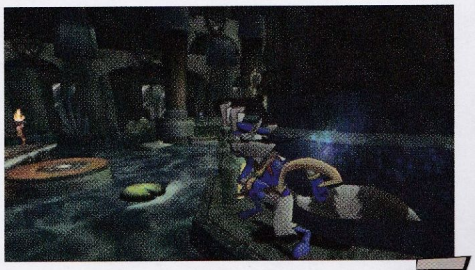




THE SIREN IS JUST AHEAD

Don't worry too much if these last searchlights spot Sly, as the siren is just around the next pillar.

Demolish the siren and sneak around the pillar to get the last clue. Return back to the vault near the flaming skull and enter the given combination (4-3-6). Finally, return to where you found the last clues, cross the bridge, and grab the key to exit.



Master Thief Sprint Time: 1:02

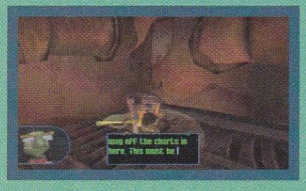
Tides of Terror

THE FIRE DOWN BELOW

30 Total # of Clues

CLUE BOTTLE COMPANION

At the start, turn to the left and find the safe in the corner. Destroy it to expose two clues.



After taking out Pyro O' Connor, smash the lumps of coal to the left for several gold coins and two clues.



After taking out Pyro O' Connor next to the second signal repeater, crush more lumps of coal to get three more clues.



THINGS ARE HEATING UP

Bentley reveals that Sly has found the power source for the storm machine. So while Sly searches for another key, he might as well sabotage their equipment at the same time. Leap onto the first furnace to grab a clue, then walk around to the other side. Bound over to the next furnace, then jump over the flame to grab the hanging bottle.

Carefully take out Thor McCracken and jump across the bridge into the fiery tunnel. Use Sly's cane to close the two furnace doors and continue to the next bridge. Use the pipes on the left to grab the clue before fighting Pyro O' Connor.

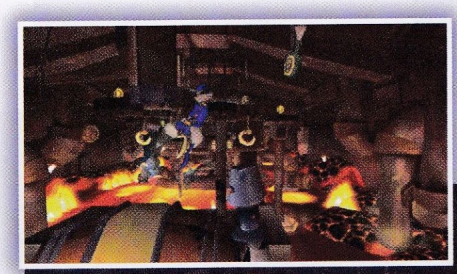


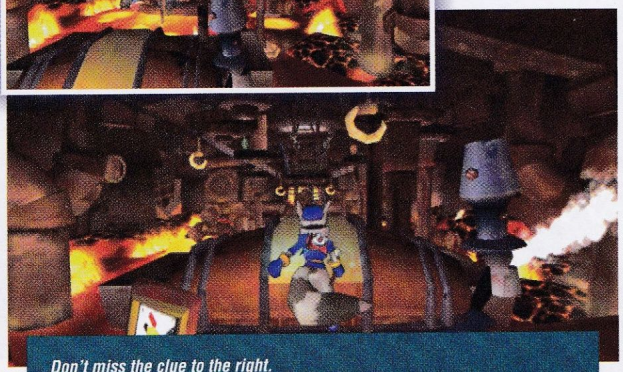




GRAB THE HOOK

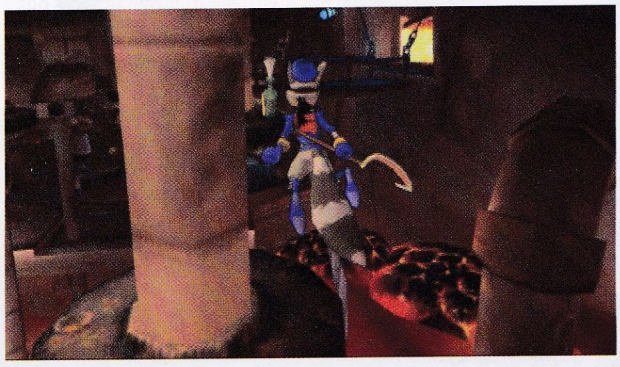
Jump across the wheel to reach the pipe on the right, but grab the clue before returning to the wheel. Run on the wheel to make the hooks start moving, then grab one when it passes Sly. Ride around to the other side and eliminate Thor McCracken at the signal repeater.





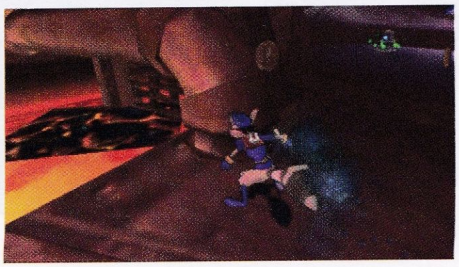
Don't miss the clue to the right.

Follow the coins up the curved pipe to the next level. Use the rings and bridges to access a series of circular platforms. Go to the right and grab the bottles sitting on these platforms. Pick up the coins on the other platforms before jumping over to the bridge.



CLOSE MORE FURNACE DOORS

Run through the tunnel and close the three furnace doors. Avoid Thor McCracken and Pyro O' Connor's attacks before taking them out with well-timed dives. Use the lower pipe on the right to reach the higher one and grab the two clue bottles, then jump onto the pipe to the left to grab two more. Continue into the next room and defeat Pyro O' Connor.

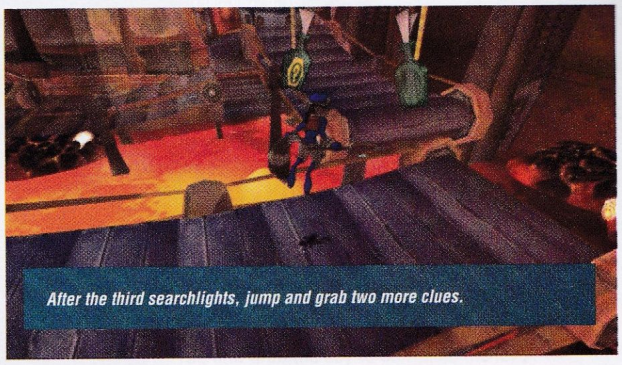


NAVIGATE THE CONVEYOR BELTS

Grab the coins and clue bottle on the left and destroy the safe for two more clues. When the searchlight moves to the right, get onto the wheel and start running. Hop forward before the searchlight reveals Sly's location.

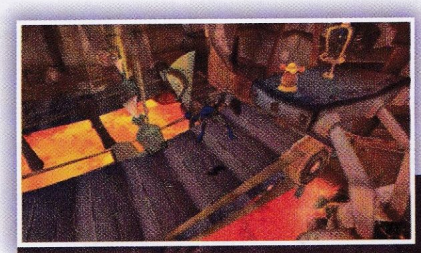


Setting the wheel in motion starts the conveyer belts in the next room. This causes a piece of coal to bust through the boards and create an opening for Sly. Pass through this new opening and pick up the clues. Leap to the next conveyor belt and continue along the path.



After the third searchlights, jump and grab two more clues.

There are two more clues near the final searchlight. Jump across for one of them and back for the other while avoiding the searchlight. Or, simply destroy the siren just ahead and then get the clues. Grab the key and exit the level.





The vault is at the start of the level, so re-enter "The Fire Down Below" and enter the combination 5-7-9 in the vault.

Master Thief Sprint Time: 1:34

Tides of Terror

A CUNNING DISGUISE

30 Total # of Clues



CLUE BOTTLE COMPANION

When using the two lights to cross the room, go from one light to the other until you reach the highest point to find these clues.

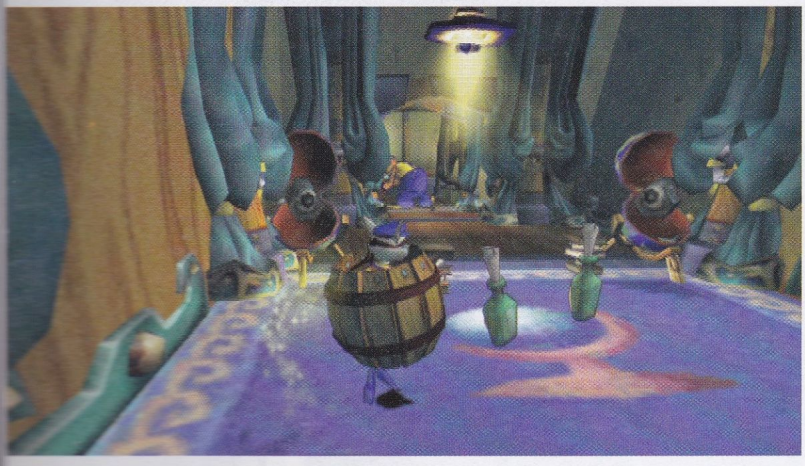


On the south walkway after crossing the light fixtures, push on the left side of the bookcase to reveal a safe. Bust it open to obtain two clues.



WATCH OUT FOR THE DART-SHOOTING GLOBES

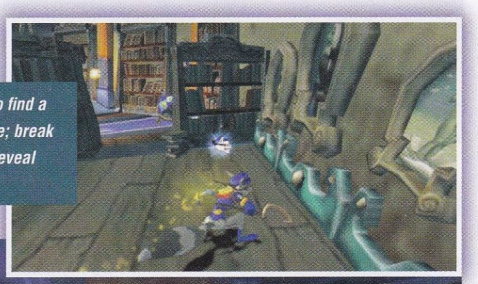
Raleigh's security is getting more sophisticated and well hidden, so Sly needs to find a better way past them. Grab the clues at the start of the level and trash the books to gain more gold coins. Approach the blue rug to find out that it is booby-trapped. A nearby barrel looks like it may provide the cover that Sly needs, so get inside and walk across the rug. Once behind the dart guns, take them out with Sly's cane.



Defeat the next Pyro O'Conner and return to the barrel. Continue down the hall and onto the elevator. Ride it down and run across another rug.

LOWER LEVEL

Remain in the barrel while approaching H.P. Squidcraft. Wait for him to turn around, then jump out and hit him with Sly's cane. Take the next barrel to the ladder and climb it to find three clue bottles. Drop off the other side and take out H.P. Squidcraft. Climb back up the ladder and jump back the way in which you came to grab another clue.

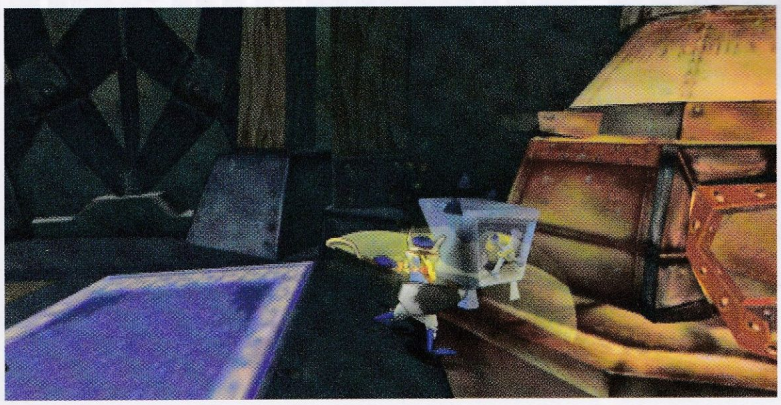


Search the area to find a Sly Life and a safe; break open the safe to reveal more clues.



Don't forget to collect this hanging bottle.

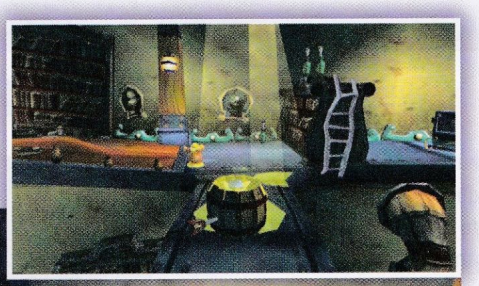
Hop back into the barrel and continue to the furnaces. Walk right next to the table to keep from getting burned. Once on the other side, get out and grab all of the clues around each furnace, including the two inside the safe.

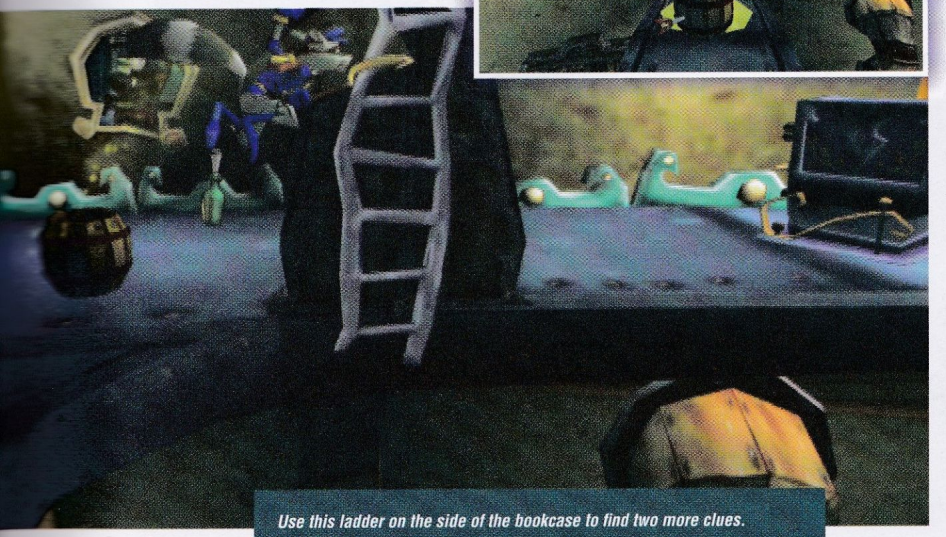


Once again, use the barrel to cross the blue rug and exit on the other side. Grab the three clues behind the dart guns, jump back into the barrel, and ride the elevator to the upper level.

UPPER LEVEL—AGAIN

Follow the path to the left, across another booby-trapped rug. Turn to the right and wait for the first searchlight to pass by, then follow it until it stops. When this happens, wait for it to pass over Sly before continuing. Wait for the second searchlight to pass and exit the barrel to destroy the siren. Grab the clue in the corner.



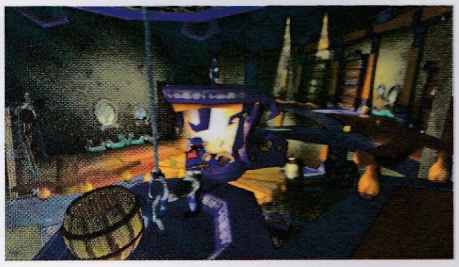


Use this ladder on the side of the bookcase to find two more clues.

Back inside the barrel, approach the wall of books. When H.P. Squidcraft turns his back, leave the barrel and destroy some books but quickly re-enter the barrel. Approach him when his back is turned and, when Sly is close enough, jump out and whack him.

CLIMBING THE LIGHT FIXTURES

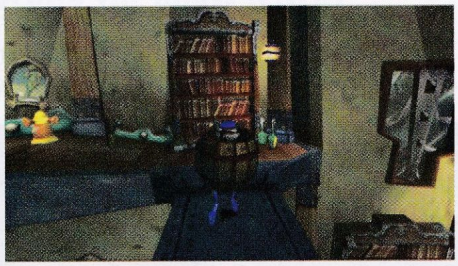
Get back into the barrel and use the two lights to reach the walkway on the other side of the room. Abandon the barrel and return to the light fixtures; if you didn't grab the Lucky Horseshoe earlier, drop down from the lowest light to grab it.

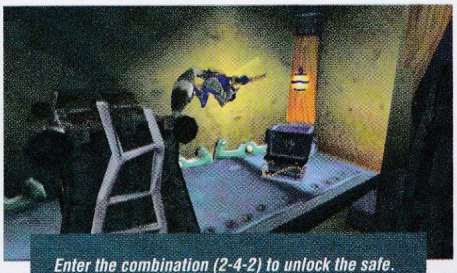


There are also three clues on the top section of one of the light fixtures. Return to the barrel, but before jumping inside it, grab the clues behind the bookcase.

COMPLETE THE CLUES

Use the barrel as before to avoid the searchlights and cross the next bridge. Grab the clues and destroy the siren before returning to the barrel. With the final clues, it's time to return to the other end of the upper level to find the vault. Cross the final blue rug and grab the key to complete the level.





Enter the combination (2-4-2) to unlock the safe.

Master Thief Sprint Time: 1:30

Tide of Terror

PROWLING THE GROUNDS AGAIN

0 Total # of Clues

GETTING SHOT OUT OF A CANNON

After completing just two of the previous four levels, you can use three Raleigh Keys to destroy the power generator. This opens the tunnel to the bow of the ship and two more levels.

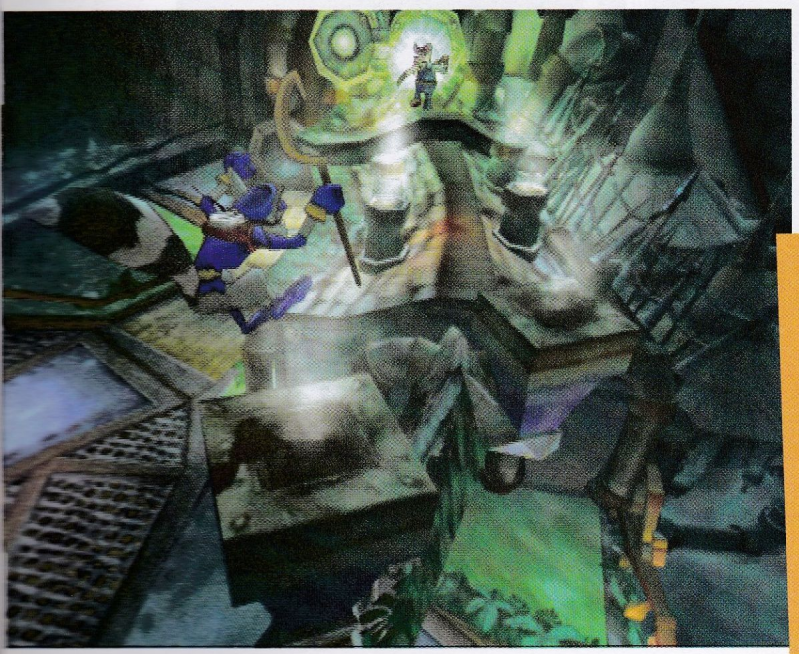
Pass through the tunnel to find two more holographic markers and a cannon, which can be used to access Raleigh's hideout. The cannon needs a total of seven keys, so besides the previous four levels, you also need to complete these two new levels to use it.



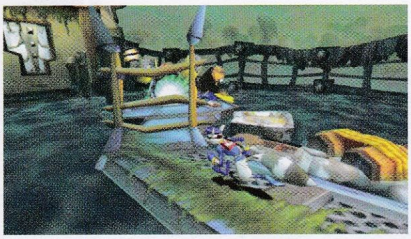


THE GUNBOAT GRAVEYARD

Run past the cannon and up the curved ramp. Maneuver across the smokestacks and hide from the H.P. Squidcraft by ducking behind one of the chimneys. When his back is turned, run to the next chimney and dispose of him. Enter the holographic marker ahead.



TREASURE IN THE DEPTHS



Follow the walkway away from the cannon. Destroy the barrier and watch out for Mr. Shamus' throwing stars. Leap over the stars and destroy any remaining barriers while running toward Mr. Shamus. Or, wait behind the barriers and let him take out each one with his stars. Dispose of him before entering the holographic marker.

MORE LIVES

There are two Sly Life icons to acquire while between levels. At the top of the curved ramp, hop onto the roof and slowly walk to the end of the lamp post to get one Sly Life. Another can be found as you approach "Treasure in the Depths." To the right of the path, a Sly Life rests on top of a small platform.



Tides of Terror

THE GUNBOAT GRAVEYARD

20 Total # of Clues



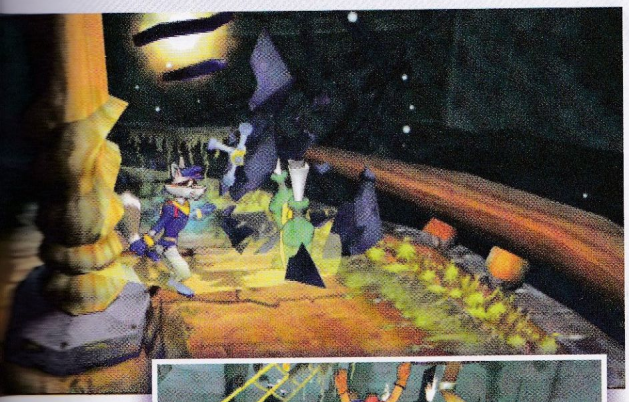
CLUE BOTTLE COMPANION

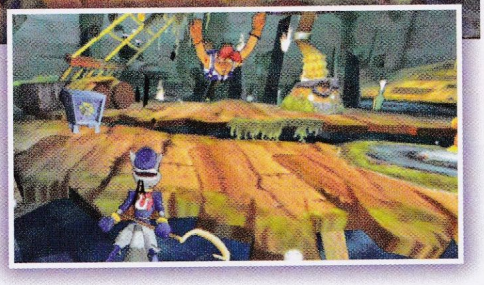
After running the length of the plane, break the siren. Return to the opposite wing from where you got on the plane to find these two clues.



NAVIGATE THE SHIP WRECKAGE

Deep inside the hull of Raleigh's boat sits a graveyard of boat and airplane wreckage. This makes for a great place to hide one of Raleigh's treasure keys and it serves as a playground for Sly Cooper to show off his skills. Run down the ramp and demolish the safe at the bow of the boat to release a couple of clues. Two more sit just below the steering wheel. Run toward Mr. Shamus, hop over his throwing star and eliminate him.



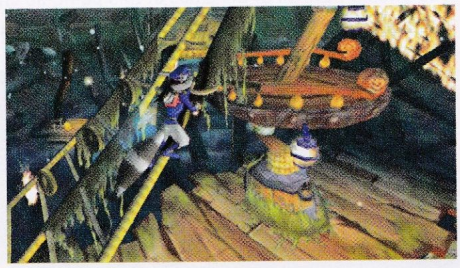


Hop onto the floating debris and watch the searchlights. When the next piece of debris is clear, jump to it and quickly move to the next one. Remember to utilize Sly's double jump ability to make any adjustments while in the air.

Navigate across the debris and pick up the two clues. When jumping from the last piece of debris back to the deck, Lil Bowen *will charge at Sly. Immediately run to the right to avoid his attack, then hit him* with Sly's cane.

CLIMB THE CROW'S NEST

Destroy the siren and the safe to get another clue and don't miss the clue on the right before climbing the ropes. At the top, jump over to the rope, clamber to the top, and continue over to the plane's wing.



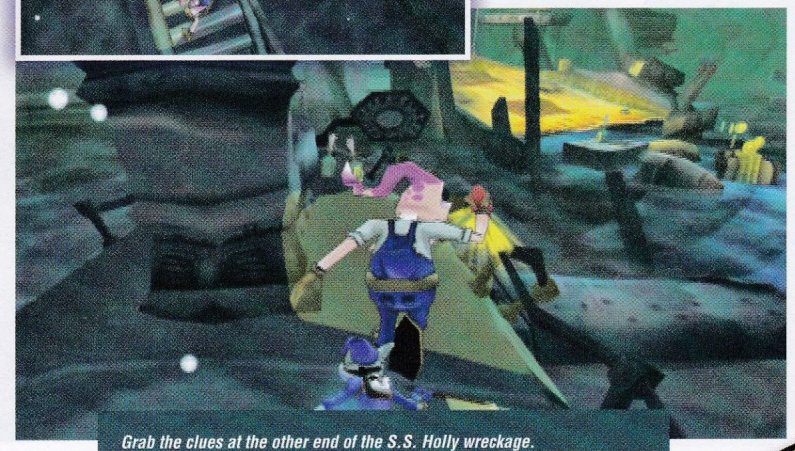
Run down the length of the plane, avoiding the searchlights. Demolish the siren before returning for the two clues on the wing. Sneak around the tank and continue down the path past a signal repeater.

WATCH OUT FOR ENEMIES

Jump over to the wings, keeping an eye out for Mr. Shamus' throwing stars. Grab the clues and hop over each star while running toward him. Take him out before jumping to a chain that stretches above H.P. Squidcraft. Shimmy to the other end of the chain and watch the next H.P. Squidcraft. When he turns his back, knock him out.



Defeat Mr. Shamus, then use this wire to bypass H.P. Squidcraft

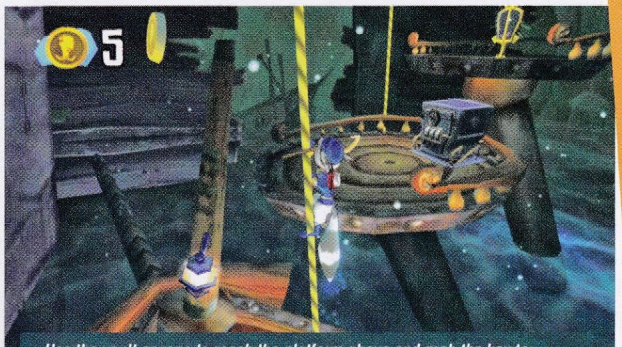


Grab the clues at the other end of the S.S. Holly wreckage.

Walk down the wing and over to some debris. Navigate across the debris and grab two more clues. Wait for Mr. Shamus to throw a star before jumping to the next piece.

ACCESS THE VAULT

Grab the nearby bottle and two more inside the safe to complete the clues. Run away from Lil Bowen's belly flop, then take him out. You should have all of the clues at this point, so enter the given combination (7-1-9) to unlock another one of Sly's moves.



Use the vault or rope to reach the platform above and grab the key to exit the level.

COIN MAGNET

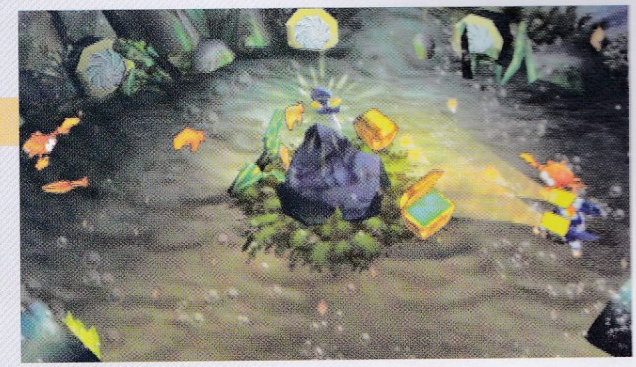
If you have collected all of the clues up to this point, you receive the **Coin Magnet** technique. This makes things much easier, since you don't have to go out of your way to pick up every last coins.

Master Thief Sprint Time: **1:12**

Tides of Terror

TREASURE IN THE DEPTHS

0 Total # of Clues



SUNKEN TREASURE

Sly found where Raleigh's gang of crabs stashes the sunken treasure. Being a thief, of course, Sly wants to grab as much as possible. To get the treasure key, use the sub to collect 40 treasure chests before the crabs take any away. If the crabs get just one chest to a tunnel, you must try again.

SUB CONTROL

Use the Left Analog Stick to move the sub around and use the Right Analog Stick to fire its missiles. You can fire in one direction while moving in the opposite direction.

The treasure chests drop from above while the crabs emerge from all sides. It takes much less firepower to defeat a crab than it does to damage the chests, so focus on the crabs first. If a crab reaches a chest, take it out as soon as possible. Hit the chests when the opportunity arises, but stay focused on the crabs.





Get 40 chests to acquire the key. Now back at "Prowling the Grounds," Sly should have all seven keys, so use them on the cannon and hop inside to travel to "The Eye of the Storm."



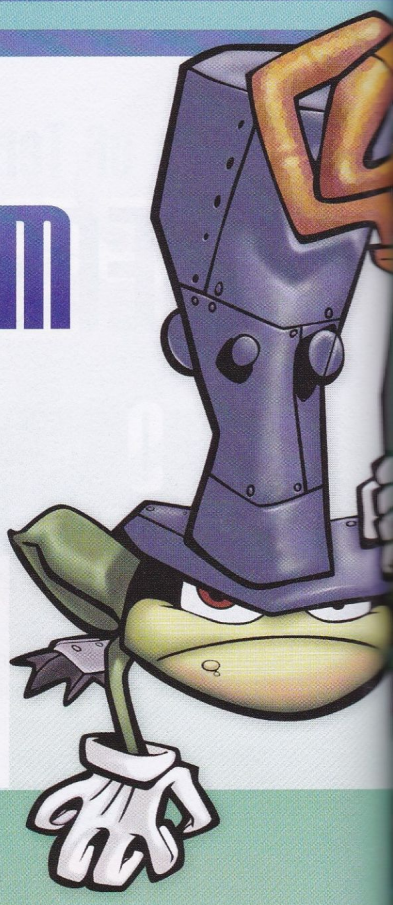
LINE THEM UP

It is possible to hit the crabs on the other side of chests, so use this to your advantage.



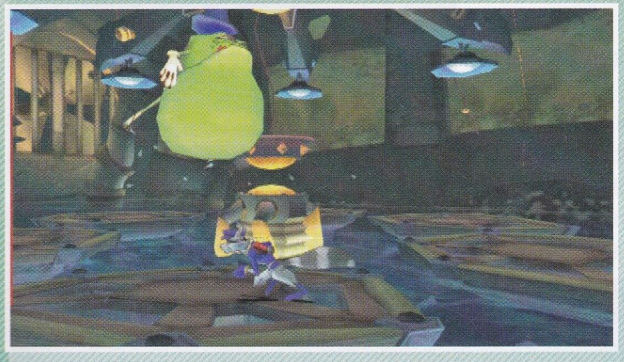
Tides of Terror

THE EYE OF THE STORM



BOSS SIR RALEIGH

Finally! Sly has reached Sir Raleigh's hideout inside the blimp and now it's time to finish the job. Raleigh has the ability to eat a bee and grow to gargantuan size. At this size, he can easily squish Sly, but Raleigh must catch him first. When Raleigh jumps toward Sly, run to the other side of the platform. Run back and forth between opposite sides until Raleigh hops about five times, at which point he shrinks to normal size. Take this opportunity to whack him with Sly's cane to deduct a quarter of his health.





Next, all other platforms drop as shown by the blinking red lights. Repeat the same tactics as described previously. Stay away from Raleigh for five jumps and then hit him.





Now each time Raleigh jumps onto a platform, it will drop so stay one platform ahead of him. He leaps twice on each platform, so move to the other side for his first jump and then jump to the next platform for his second.

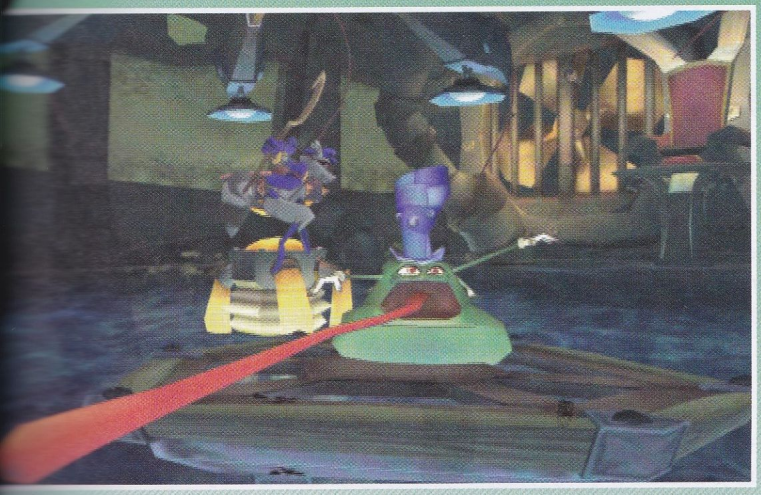
After he jumps about eight times (or four platforms), he shrinks back to regular size. Quickly hit him to deplete more health.





Raleigh switches tactics, so next he tries to use his tongue. He jumps onto the platform with Sly and swings his tongue around. Jump over it to avoid being knocked into the water. Use single jumps to prepare for the next jump. Jump his tongue six times and Raleigh shrinks again; hit him one last time to finish the job.







Defeating Raleigh earns Sly the Ninja Spire Jump move, which coincidentally is needed for the next area—Mesa City, Utah.



TRY THE MASTER THIEF SPRINTS

If you haven't already done so, this is a good time to try the Master Thief Sprints while they are still fresh in your mind. You can go straight to each level via the Hideout, or just pause the game at any time. Just look for the hourglass icon next to a the level name for available sprints.

Sunset Snake Eyes

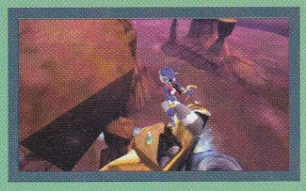
A ROCKY START

40 Total # of Clues



CLUE BOTTLE COMPANION

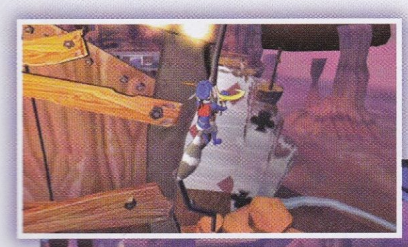
After defeating Inkspot Jackson on the high platform, drop down to the car and grab the nearby clue.



BACK TO THE STATES

One part of the Thievius Raccoonus has been recovered, so now it's time to pursue the second member of the Fiendish Five—Muggshot. Sir Raleigh was kind enough to point the gang in the right direction, so Murray drops off Sly just outside the gates to Mesa City, Utah.

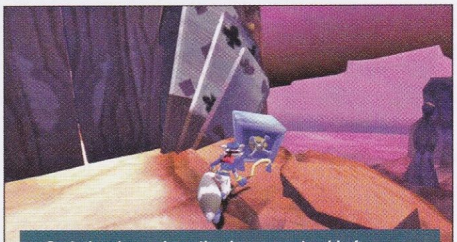
Two clues sit on the left side of the path. Grab them before climbing the pipe that runs along the side of the gate. From this vantage point, Sly can see what has become of this once thriving town. Muggshot is running some sort of operation and it is up to Sly and his gang to break it up and recover more of the lost manual.





COLLECT MORE CLUES

Drop to the area below and turn around to find three clue bottles (two are inside the safe). Approach Gorgeous Lou, avoid his club attack, and then pummel him.



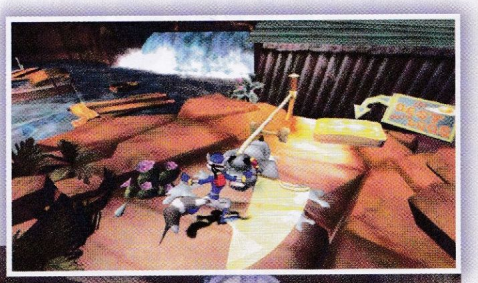
Grab the clues where the dog once stood before climbing the pipe in the middle of the area.

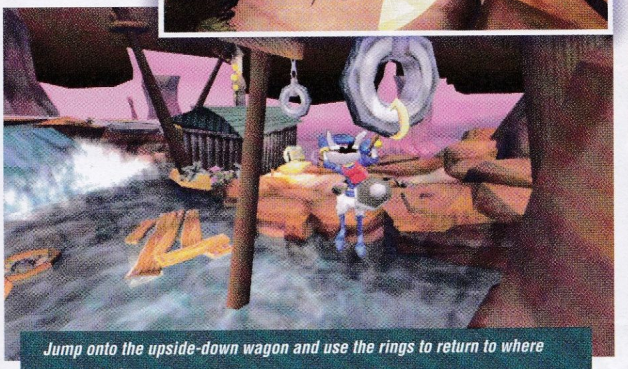
THE NINJA SPIRE JUMP

Sly will put his new Ninja Spire move to good use right away. Some small spots are marked with a blue sparkle, which indicates that Sly can perform his move and land on it. Jump toward the spot and press ◉ to land.

Use Sly's new spire jump to cross the lights and leap over the rock wall. Cletus is chained up ahead. Grab the clues and approach the enemy. Due to the length of his leash, he can't go any further than the pink flowers, so stand just outside his reach and clobber him.

Jump across the debris in the water to the left and follow the path to gain four more clues.



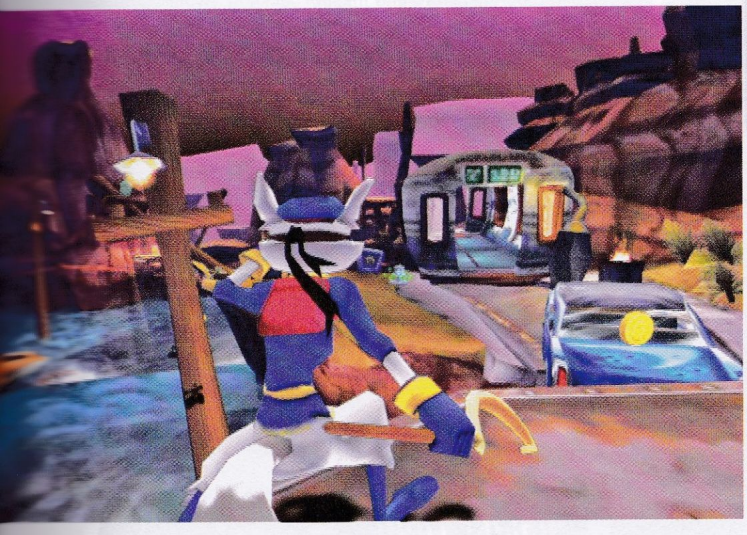


Jump onto the upside-down wagon and use the rings to return to where you started.

GO AHEAD...JUMP ON THE MATTRESS

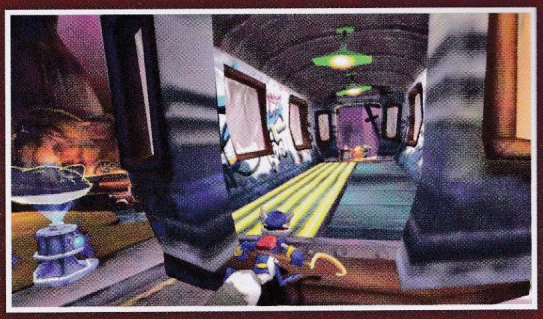
Use the mattress to access the next rooftop. Climb the pole and use the ring to swing across the gap. Another Cletus waits for Sly on the other side; run away and smack him when he reaches his limit.

While approaching the wooden fence, a Gorgeous Lou busts through. Dispose of him and collect more clues on the other side of the fence. Get onto the lifting magnet and study the highly advanced security-electronic floor sensors that Muggshot uses.



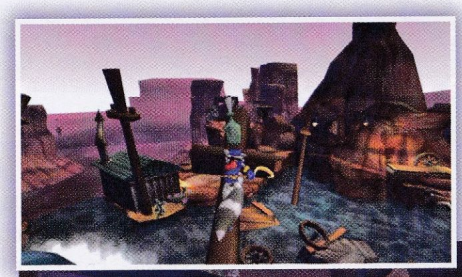
HIGH-TECH SECURITY FLOOR SENSORS

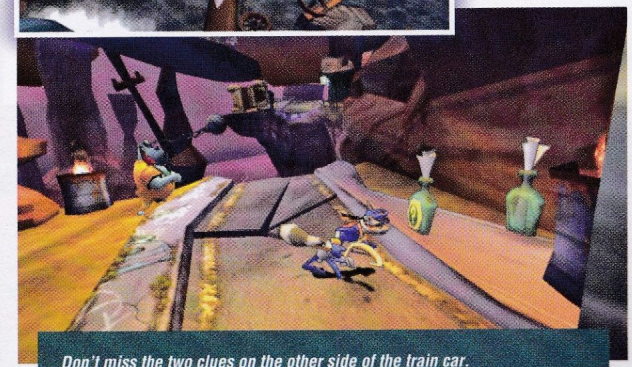
Be careful when walking on floors when these sensors are active. Although it's safe to walk when they're flashing, this also indicates they are about to switch to a different sector. When a section starts to flash, jump to that section to avoid taking damage.



TREAD CAREFULLY

Head to the car and quickly get back to land. Grab the clue from the leaning pole and don't forget to crack the safe for two more. Approach the train car; when one side of the floor starts to flash, jump onto it and run to the other side. As Sly approaches Paulie Shackles, he will swing his ball and chain. Avoid the ball and then when he swings it above his head, take him out.



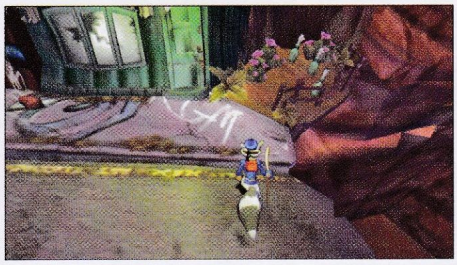


Don't miss the two clues on the other side of the train car.

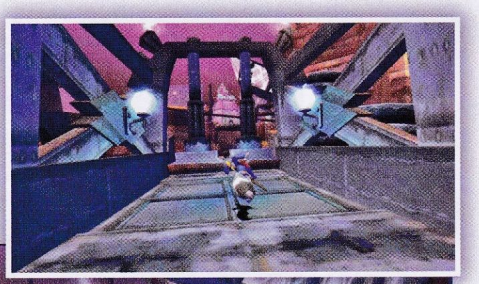
Proceed up the steps and use the mattress to reach the wire above. Perform a spire jump to land on a light, then continue to the next platform. Bound over Inkspot Jackson's cards and take him out.

TWO CLETI?

Grab the clue bottles and drop onto the wrecked car. Turn around and grab the next clue. Go to street level and look right to find three more clues near the fence. Two Cletus dogs wait on the other side of the street. Approach the closest one first and take him out, then focus on the other one.



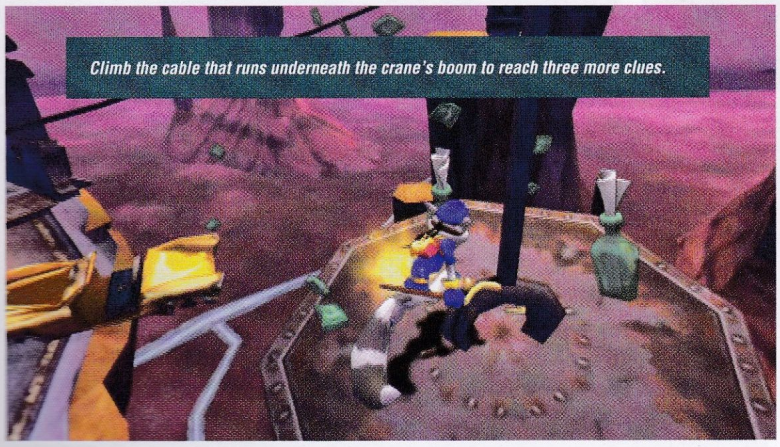
Watch out for the two car crushers; wait for the first one to slam the ground before walking under it. Repeat this tactic for the second one and grab the Lucky Horseshoe. Locate the overhead wire that stretches to a pole next to the vault and remember its location, because you'll need to return here after collecting all 40 clues.





SOMETHING LURKS BEHIND THAT FENCE

When a Gorgeous Lou crashes through the fence, take him out and crack the safe in the right corner to get more clues. At the next fence two more Lous attack. Dispose of them right away before they hit Sly. Avoid the next two car crushers and grab the clue sitting on the left edge.



Climb the cable that runs underneath the crane's boom to reach three more clues.

STAY OUT!

Eliminate Paulie Shackles to reach another train car protected by security sensors. This time, however, the sensors extend vertically and run from side to side.



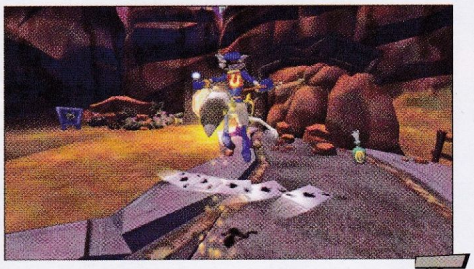
Wait for the four sensors to get close together and slip through the open side. Repeat and enter the next train car.

This floor is split into four sections. Jump onto a section while it blinks, then leap onto the next section when it starts blinking. Use Sly's cane to traverse the hooks and stay out of the water.

The next train car combines the vertical sensors with the floor sensors. Slip past the vertical sensors onto the floor sensors when they start to blink. Watch for the other sections of the floor to start blinking, too. Avoid the next vertical sensors and continue to the siren.

GRAB THE CLUES & RETURN TO THE VAULT

Exit the train car and double jump to the pipe. Climb up the cliff to find Inkspot Jackson. Avoid his card attack and take him down before grabbing the three clues on the right and two more inside the safe. Now return to the vault and enter the combination (3-1-4) to receive Sly's next move. Return to the key and grab it to finish the level.



Master Thief Sprint Time: 1:30

Sunset Snake Eyes
MUGGSHOT'S TURF

0 Total # of Clues



MUGGSHOT'S PLAYGROUND

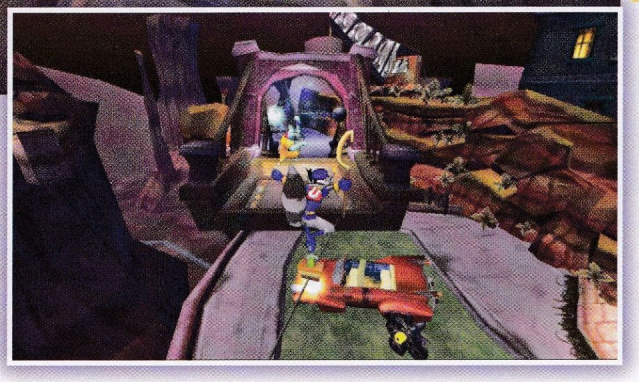
Sly and the gang have made it inside Mesa City, but now they need to find out where Muggshot is holding up. Sly seems to think he will be in the building that resembles a fire hydrant; now they need to find a way inside.

Step onto the bridge to find Vinnie the Pincher. Vinnie has a flashlight attached to his gun and he isn't afraid to fire missiles at anything that enters the light. Wait at the start of the bridge until he turns around, then run him down and take him out. There are three levels that are accessible at this time: "At the Dog Track," "Boneyard Casino," and "Murray's Gamble."

AT THE DOG TRACK

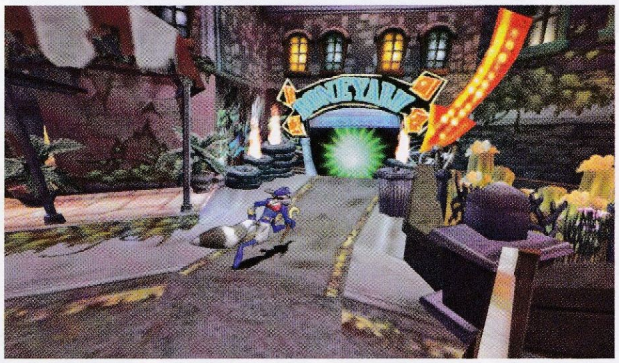
Destroy the construction sign that blocks the ramp and follow it up. Dispose of Paulie Shackles and use the mattress to reach the other side of the bridge. Spire jump across the lights and eliminate another Paulie Shackles; the entrance is just ahead.





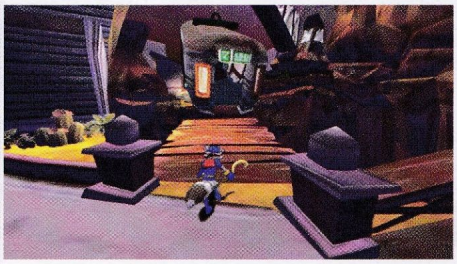
BONEYARD CASINO

The entrance to the casino is well marked on the other side of the red-and-white canopy, straight across from the main bridge.



MURRAY'S GAMBLE

Cross the short wooden bridge that sits just to the right upon exiting the main bridge. Cross through the train car and hop out the other side. The holographic marker sits in a window just above the car.



Sunset Snake Eyes
AT THE DOG TRACK

0 Total # of Clues

MURRAY GETS CHALLENGED TO A RACE

Murray was looking for a quick snack and wound up in a race against some of Muggshot's dogs. It turns out that if Murray can finish a three-lap race in first place, he receives one of the keys.

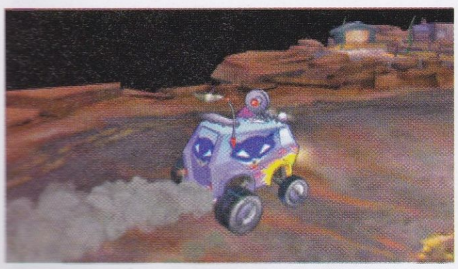


VAN CONTROLS

Use the left analog stick to control the van and press ◻ to use any nitro power ups that Murray picks up. Press Up to accelerate and press Left/Right to turn.

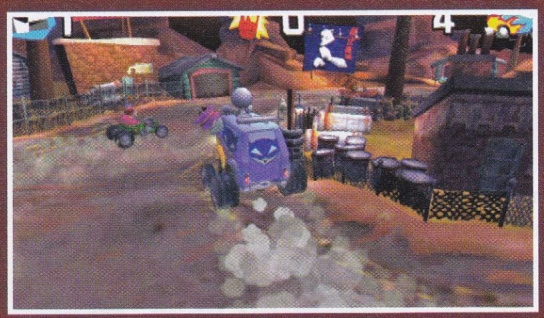
GIVE YOURSELF A BOOST

There are nitro power-ups scattered about the track. Run through one to pick it up. Using it will give Murray a temporary speed boost. Avoid using one during tight turns or when driving behind another vehicle, though.



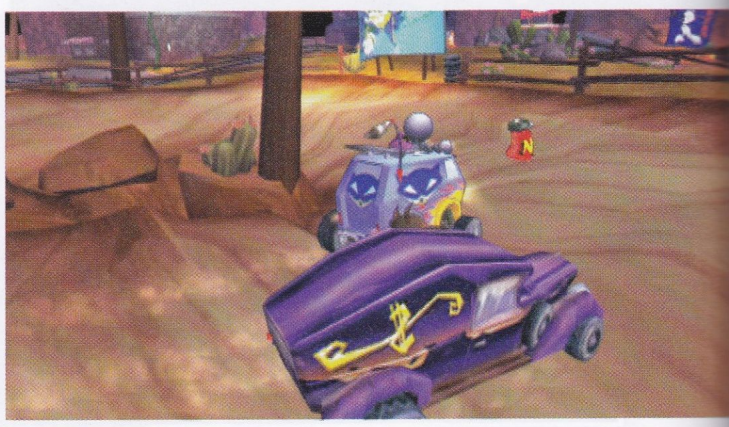
POWER IT UP!

Try racking up a few nitro power-ups and using them in succession down the long straight-aways. Or, if you're close to another vehicle going into a turn, use the nitro to cut to the inside and push him out of the way.



TAKE THE INSIDE ROUTE

Take the inside route around the turns, unless there is a power-up to the outside. This can make a significant difference, especially if you can nudge another driver out of the way. Maneuver past the other five drivers to take the checkered flag and Murray gets a key!



Sunset Snake Eyes
BONEYARD CASINO

40 Total # of Clues

CLUE BOTTLE COMPANION

Walk along the bar to the far end to find these clue bottles.



Don't miss the hidden clues in the planter behind the big slot machine.

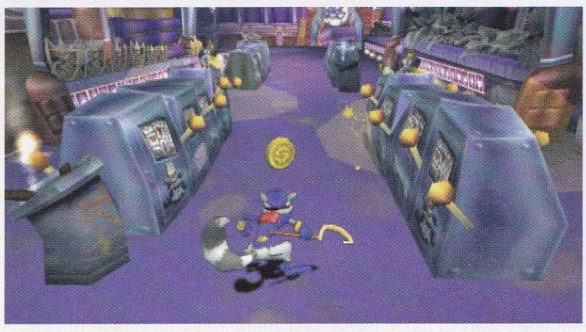


BREAKING INTO THE CASINO

The casino seems like as good a place as any to find one of the keys. Once Sly gets inside, the door is locked. Hit the switch to the right of the door to open it. There are four Vinnie the Pinchers patrolling the slot machines ahead.

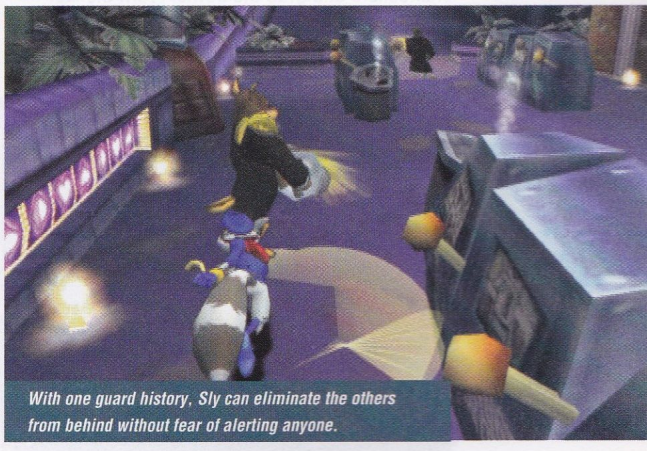
WORKING AS A TEAM

Be mindful when taking on one of the Vinnie the Pinchers. If the other guards spot the action, things can get messy; instead, dispose of them one at a time.



Hop over one of the planters and get on top of the slot machines. Run to the end and wait for both Vinnie the Pinchers to turn the other way, then do the same thing on the next slot machines.

Wait for the two dogs to go back the other way and the next one to turn away from Sly. When this happens, run behind the last dog and take him out. Clean out the area of coins and clues and approach the security floor.



With one guard history, Sly can eliminate the others from behind without fear of alerting anyone.

TAKE THEM OUT FROM ABOVE

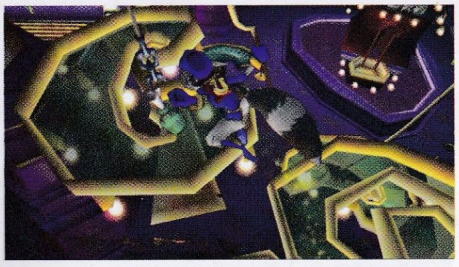
As soon as the floor starts to blink, start running. Jump off the floor as soon as possible to avoid setting off the alarm. Grab the clues and head around the right side of the hallway, then destroy the siren.

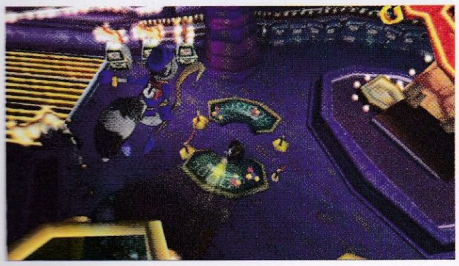


Hop onto the planter and continue onto the back bar. Sneak along the blue aura to reach the swinging bone. Wait for it to get close and leap onto it. Keep going until you reach the two clues. Go back to the center and drop down onto the enemies below.



Step over the bar, grab more clues and climb up the gold pole. Jump across the dollar sign chandeliers and grab the bottle. From the last chandelier, drop down on the foe guarding the blackjack table.

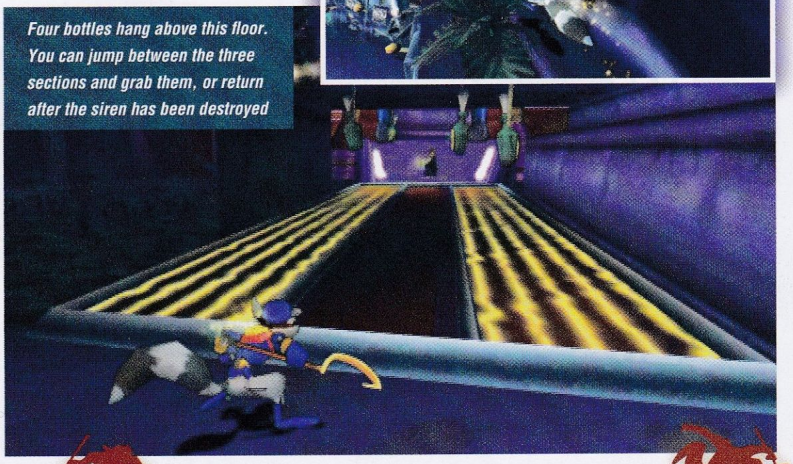




BIG SLOT MACHINE

Run around the big slot machine to find two clues on the floor and more in the planter. Run over to the next security floor and grab the clue on the slot machines.

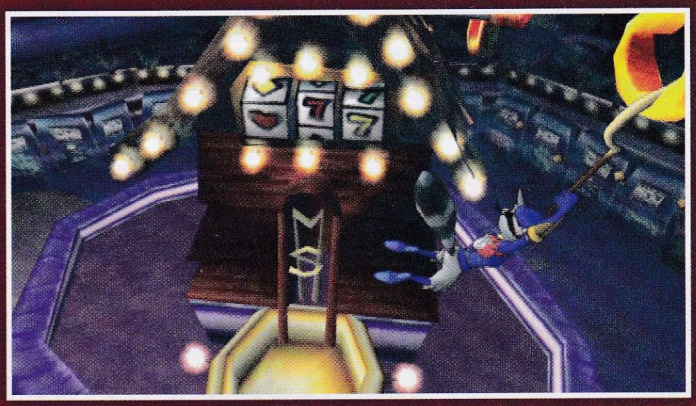




Four bottles hang above this floor. You can jump between the three sections and grab them, or return after the siren has been destroyed

BIG PAYOUT

Climb the pole near the big slot machine and ascend to the top. Wait for the slot machine to face Sly, then leap toward the bone handle. Use the cane to grab the hook and gather your winnings.

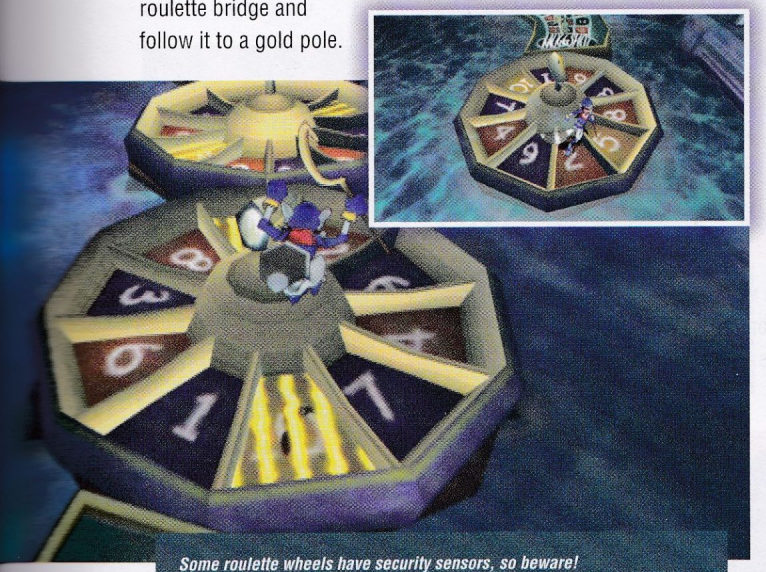


WATCH OUT FOR VINNIE THE PINCHER

When the middle section starts to blink, jump on and roll straight ahead. When the outsides start to flash, move over there and continue to the end. If Vinnie's light gets close to Sly, jump to the other side and slip past.

TAKE A WALK ON THE ROULETTE BRIDGE

Continue into the tunnel to reach a checkpoint. Just around the corner is an Inkspot Jackson, so be ready to jump over his flying cards. Bound onto the roulette bridge and run to the other side to find two clues inside a safe. Cross another roulette bridge, but watch out for the security sensors. Drop down to yet another roulette bridge and follow it to a gold pole.



Some roulette wheels have security sensors, so beware!

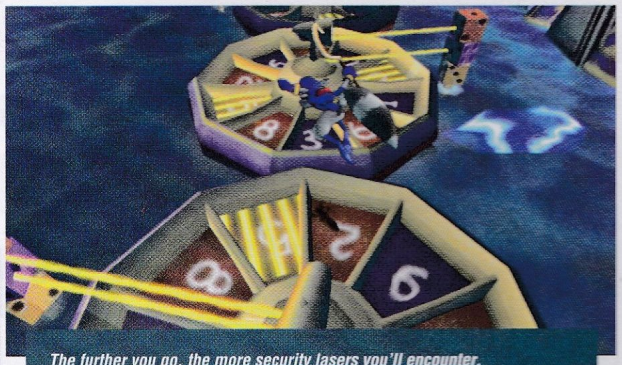
Vault along more chandeliers and take a peek below. Vinnie the Pincher guards the next roulette bridge. Drop down and eliminate him, but don't forget to pick up the clue near the table.



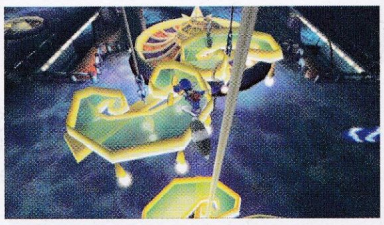
MORE CHALLENGING ROULETTE WHEELS

Not only do the wheels have sensors now, but two more sensors block one direction. Sly must hop from one number to the next in the opposite direction, away from the sensors.

Exit the wheels and destroy the siren to reach the next checkpoint. Three more wheels lie ahead just like the last three, but this time the wheel spins toward the sensors. Make a long leap onto the wheel opposite the sensors and try to spend as little time as possible on each wheel. Destroy another siren at the next table.



The further you go, the more security lasers you'll encounter.

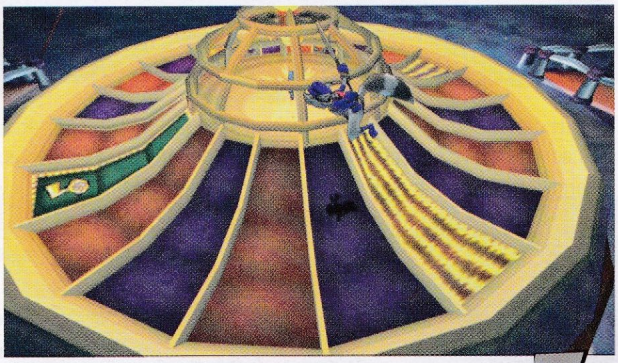




Jump onto the gold platform next to the vault to grab two clues, then climb the pole to find the final clue on a chandelier. Drop down to the vault and enter the combination 3-3-8. Climb back up, cross the chandeliers and plunge down to the giant roulette wheel.

JUMP ON THE GREEN SECTION

There is one green section on the wheel that is safe. The wheel spins in a counter-clockwise direction, so Sly must jump in the clockwise direction. At the same time, another section turns green and two sections reveal security sensors. As before, jump into the new green section while avoiding the sensors. Three sections with sensors show up the third time, so time your jumps carefully. When the top finally opens, grab the key.



Master Thief Sprint Time: 2:15

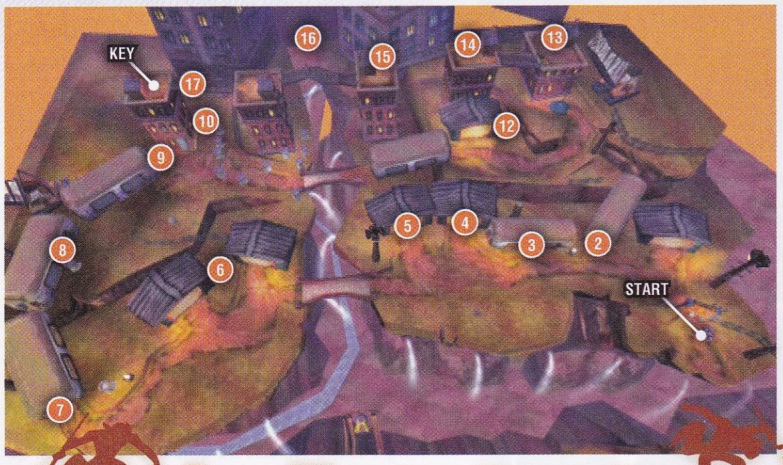
Sunset Snake Eyes

MURRAY'S BIG GAMBLE

0 Total # of Clues

PROTECT MURRAY

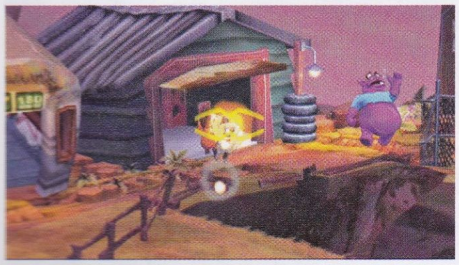
One of the keys rests on a rooftop and Murray is in position to make a run for it. Sly needs to provide him with cover from a blasting station. Man the station and start by blowing open the door next to Murray. The locations of all the enemies are highlighted on this map, so use it as a reference.

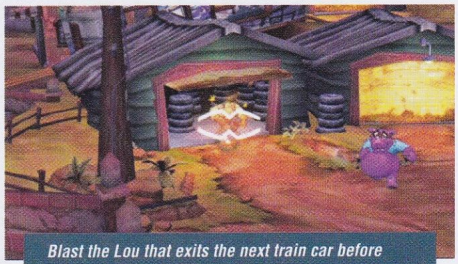


BLASTING STATION CONTROLS

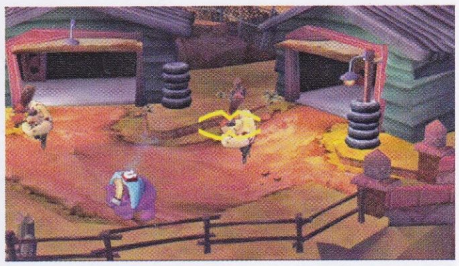
Use the left analog stick to aim the gun and press ● to fire.

Immediately move the cursor to the garage door and blast Gorgeous Lou when he emerges. Do the same at the train car just to the left. More enemies will attack at the end of the next train car and the next two garage doors. Quickly scamper across the bridge and aim at one of the garage doors. A Gorgeous Lou emerges from each door, so blast them both before continuing to the left.



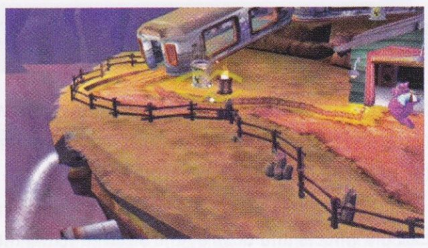


Blast the Lou that exits the next train car before Murray gets there.



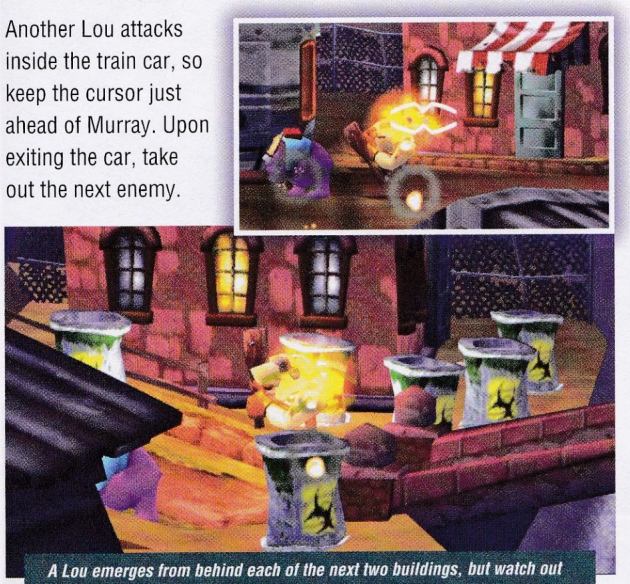
TOXIC BARRELS

Watch out for the toxic barrels. If you destroy one when Murray is nearby, it will knock him out!



GORGEOUS LOUS ARE EVERYWHERE!

Another Lou attacks inside the train car, so keep the cursor just ahead of Murray. Upon exiting the car, take out the next enemy.



A Lou emerges from behind each of the next two buildings, but watch out for the barrels!

After the next train car, don't be fooled by the opening garage door. There are two barrels inside, but no enemies. Don't lose focus, though, because another Lou waits on the other side.

WATCH OUT FOR VINNIE THE PINCHER

After Murray rides the crane to the next rooftop, be ready to take out Vinnie the Pincher perched between the buildings. Since Vinnie can hit Murray from a distance, it's important to scour the distance for new enemies. Another Vinnie appears after the next building and on the following bridge.



When Murray cowers in fear, immediately look straight up to find another enemy. Continue to the final bridge where one more Vinnie waits for Murray; eliminate him so Murray can grab the key.

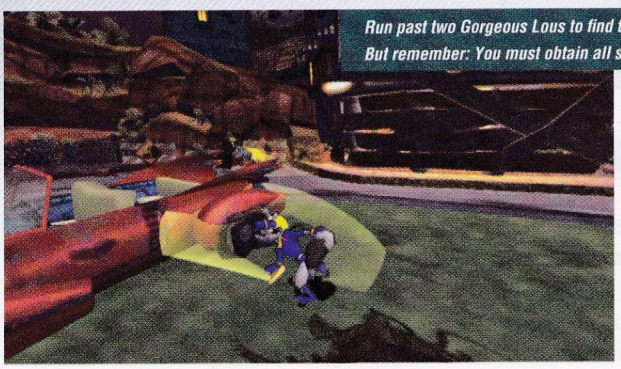


Sunset Snake Eyes
MUGGSHOT'S TURF AGAIN

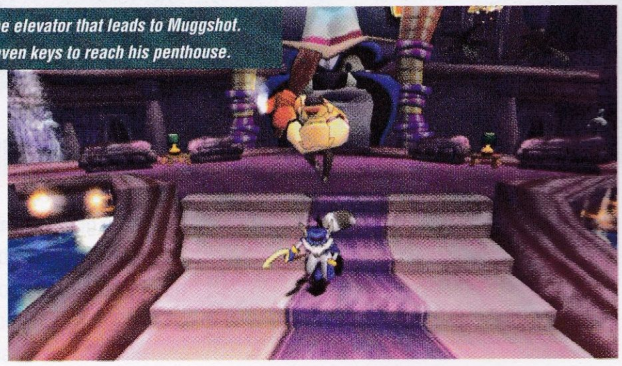
0 Total # of Clues

ACCESS THE FIRE HYDRANT BUILDING

Return to the middle of Muggshot's Turf and stand on the hexagonal platform to make Sly unlock the jack that is holding up the car. Hit the jack to make the car crash through the boards, thereby creating access to the main building.



Run past two Gorgeous Lous to find the elevator that leads to Muggshot. But remember: You must obtain all seven keys to reach his penthouse.



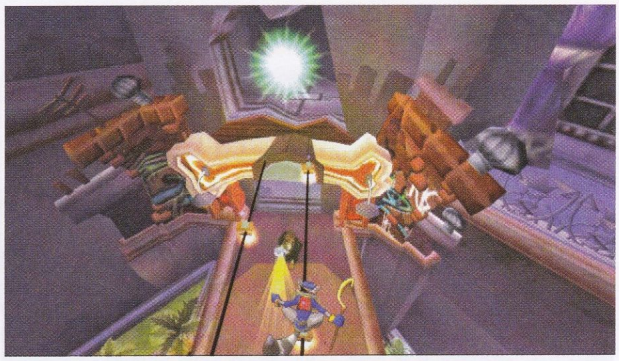
BACK ALLEY HEIST

Run up the right staircase and climb the rope that hangs nearby. Spire jump across the lights to the chandeliers in the middle of the room. Spire jump across more lights to reach the level marker.



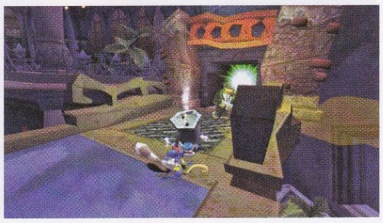
STRAIGHT TO THE TOP

While facing the elevator, turn to the left and climb the stairs. Use the mattress to reach the chandelier and then spire jump across to the level entrance.



TWO TO TANGO

From "Straight to the Top," drop to the lower floor and use the rings to arrive at the other staircase. Hide behind the trashcan, then take out Vinnie the Pincher when he turns his back.



Sunset Snake Eyes
BACK ALLEY HEIST

30 Total # of Clues

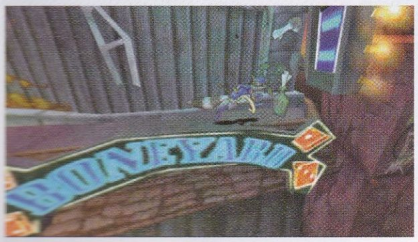
CLUE BOTTLE COMPANION

After the series of awning jumps, leap from the air conditioner and hit the hanging bottle with Sly's cane. If you fail to hit it, then jump from the fire escape on the other side.



At the four air conditioners, double jump back and forth between them to grab three clues. Don't worry if you miss one on the way down, as you can jump off the top floor balcony of the dilapidated building to get them.



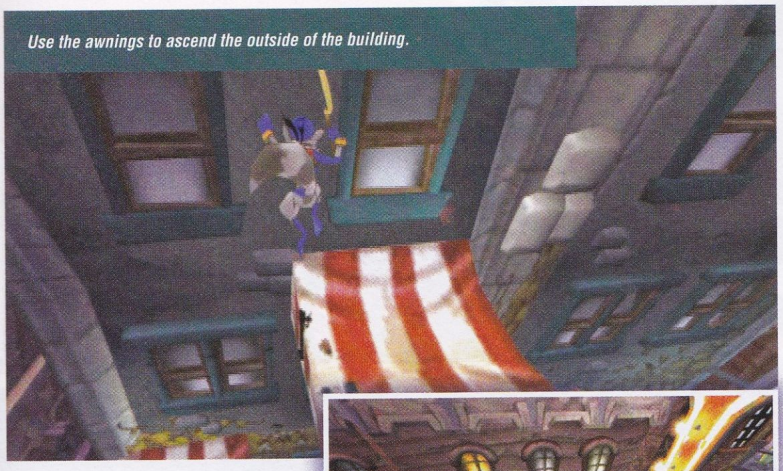


THE SEEDY SIDE OF MESA CITY

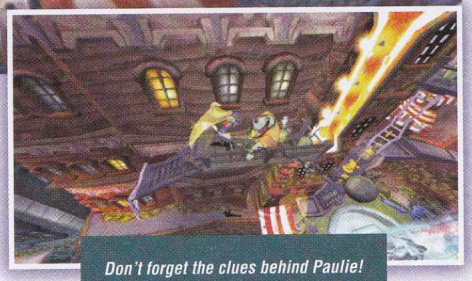
Break the glass to enter the back allies of Mesa City. Follow the path around and wait for Cletus to get pulled back by his leash before pouncing on him. Grab the clues and climb the nearby ladder.

BOUNCE ON THE AWNING

Jump on the awning and break the Muggshot sign to the left, then spring to the next ledge. Crack the safe to reveal more clues and break the sign before dropping down to another awning.



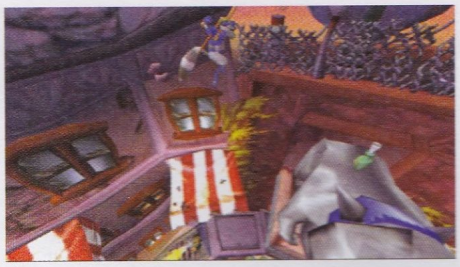
Use the awnings to ascend the outside of the building.



Don't forget the clues behind Paulie!

Break the signs on each side and vault up to the left ledge to find three clues. Leap up to the right and take out Paulie Shackles. Jump onto the air conditioner below and land on the walkway.

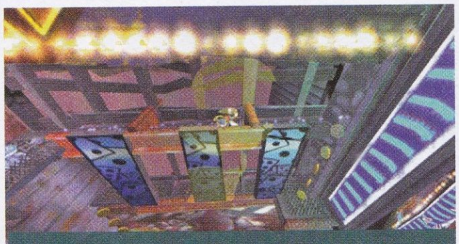
Climb the ladder and take out Paulie Shackles. Plunge down and wait for the searchlight to move to the right of the awning, then bounce off the awning to reach the siren. At this point, you can drop to the fountain area below and get a Lucky Horseshoe if you want.





AVOID THOSE SEARCHLIGHTS

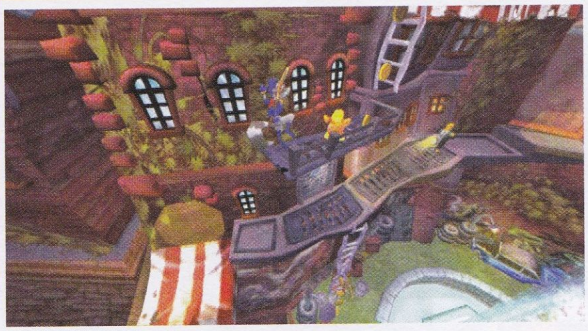
The searchlights scan the area for intruders, so just wait for them to pass and then duck behind the wall to avoid detection when it comes back around. Follow the same tactics after dropping to the level below.



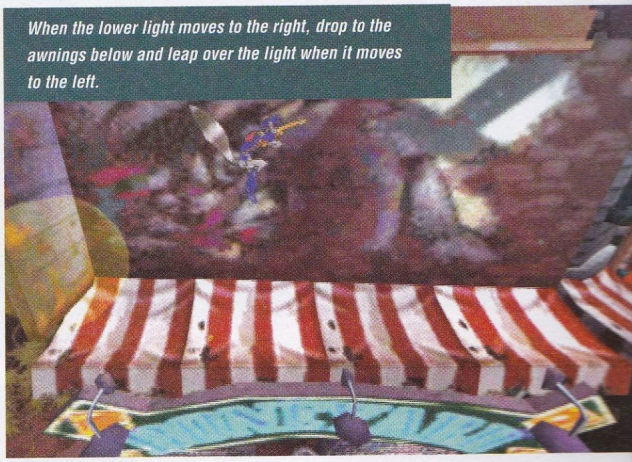
Remember to duck to avoid detection by the spotlight.

THIS ISN'T A 2D GAME

The end of this alley is rounded, so jumping straight ahead may send Sly to the fountain below. Push toward the building to land on the next platform.



When the lower light moves to the right, drop to the awnings below and leap over the light when it moves to the left.



TAKE THE HIGH ROUTE

There are three Vinnie the Pinchers guarding the lower walkway. But don't worry about them, though, as Sly will take the higher path. From the platform with the siren, climb the ladder, grab the clues and bound across the awnings to the bulldog fountain. Feel free to chop off the bulldogs' heads, just for the satisfaction. Continue across two more awnings and bulldog fountains to the first signal repeater.

HIGH FLYING ACT

Jump around the corner to the next awning. Leap between the awnings to grab all five bottles that hang along a rope. You can even use the rings to get the elusive clues. Next, use the rings to swing over to another awning. Break the sign and land on the platform to the right. There are four air conditioners and three clues hanging in between them. Sly can use these air conditioners to reach each bottle while bouncing across.



Jump back and forth to get all the clue bottles here.

A RUNDOWN BUILDING

Duck into the room and dispose of Paulie Shackles before gathering the three clue bottles. Use the mattress to access the next floor and take out Gorgeous Lou. Grab the clue in the back corner and leap from another mattress to the upper floor.

Two more clues sit in the corner. Grab them before turning around toward the alley. Sneak down the board to the square platform to find the final clue. Sneak back to the previous room and enter the combination 5-6-5 at the vault. Return to the previous platform and walk down another board to get the key.



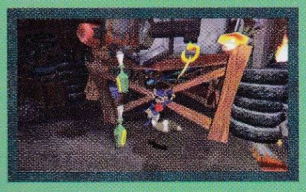
The final clue awaits Sly!

Master Thief Sprint Time: 1:23

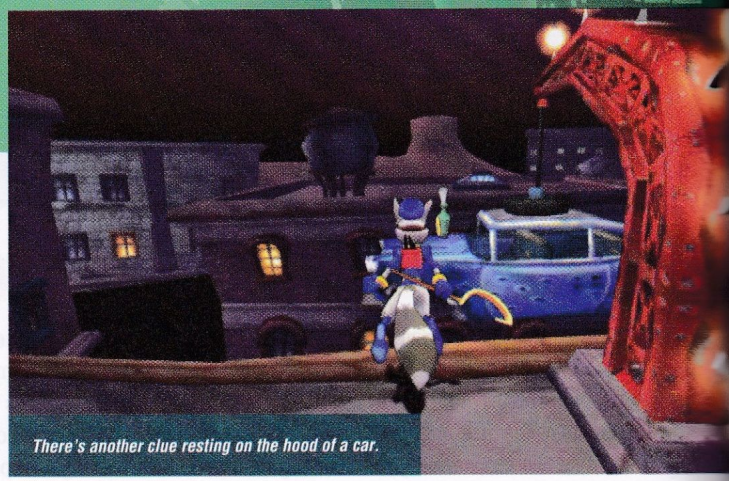
Sunset Snake Eyes
STRAIGHT TO THE TOP

40 Total # of Clues

CLUE BOTTLE COMPANION



After the first checkpoint, look behind the big letter "O" to find the water tower. Use Sly's cane to open the tap and reveal eight clues!



There's another clue resting on the hood of a car.

MADE IT TO THE TOP

The key is visible from the start of the level, but it will take a series of actions to remove the dome and gain access to it. Run toward the "S" on the Muggshot sign and grab the two clues on the ground. Follow the wall to the back side to find Inkspot Jackson guarding a couple of safes. Eliminate him and grab the clues inside.

THE CARS WILL FALL

Watch out for any clue bottles that are attached to hanging cars. The cars will plummet to the ground after a short while, so quickly get back to the roof.



Return to the "S" when you're finished.

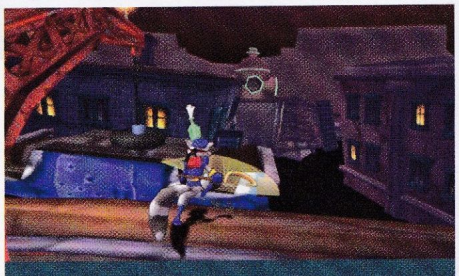
CLIMBING THE NEON SIGNS

The neon tubing that runs along the arrow and "Muggshot" signs is climbable, so use the arrow to reach a small raised area. Grab the bottle and continue up the "M." Leap across the letters to the second "G" before accessing another raised roof on the right.



Climb up this letter to reach the roof.

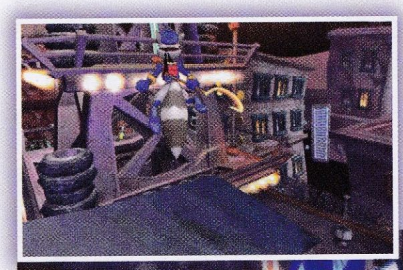
Grab the two nearby clues plus the one attached to the hanging cars. Around the right side of the "Muggshot" neon sign, Gorgeous Lou is waiting to pounce with his club. Get rid of him before grabbing the clues hanging underneath the tower.



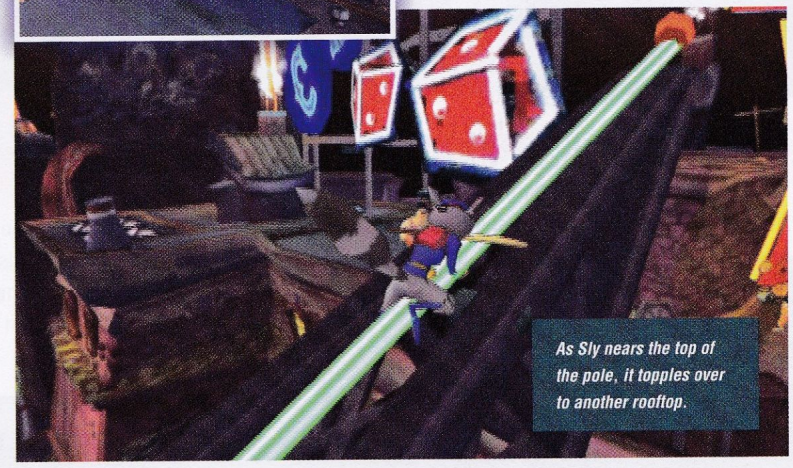
Don't miss this clue on the car.

A clue hides in the far-right corner. Grab it before running around the back of the tower. Next, take out Cletus before grabbing the bottles inside (eight total) and the two inside the nearby safe. Run to the end of the roof to find more clues before returning to the "S."

CLIMBING THE TOWER



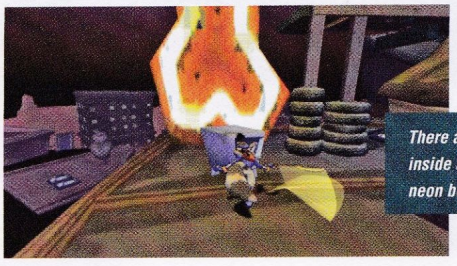
Continue across the rest of the "Muggshot" sign and vault to the top of the "T." Double jump over to the tower, then go around to the back to reveal more clues. Climb the pole to the next level and start up the neon tubing.



As Sly nears the top of the pole, it topples over to another rooftop.

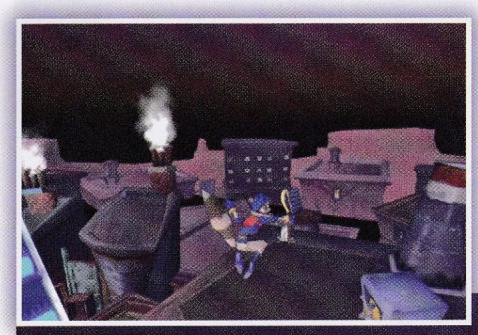


Purge Paulie Shackles from his ball & chain, then run to the left and eliminate a charging Gorgeous Lou. After doing so, grab the clue resting next to the signal repeater. Continue to the left to reach the other side of the rooftop. Take out Inspot and grab the clue off the hanging car. After getting all the clue bottles, return to the signal repeater.

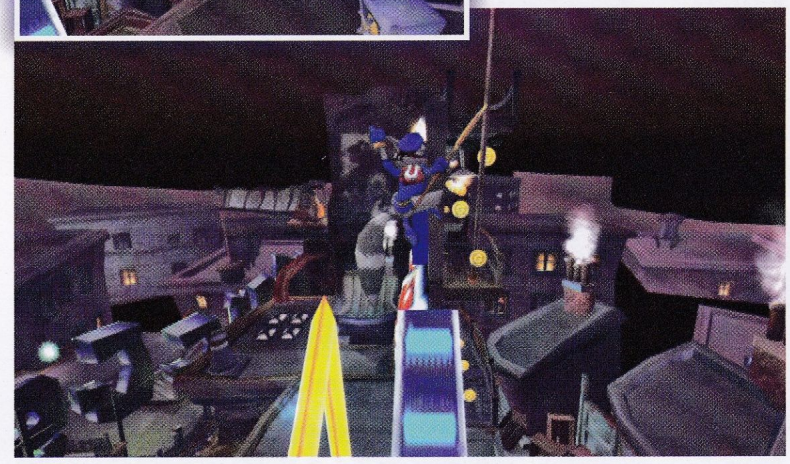


There are two more clues stashed inside a safe at the base of the neon bone.

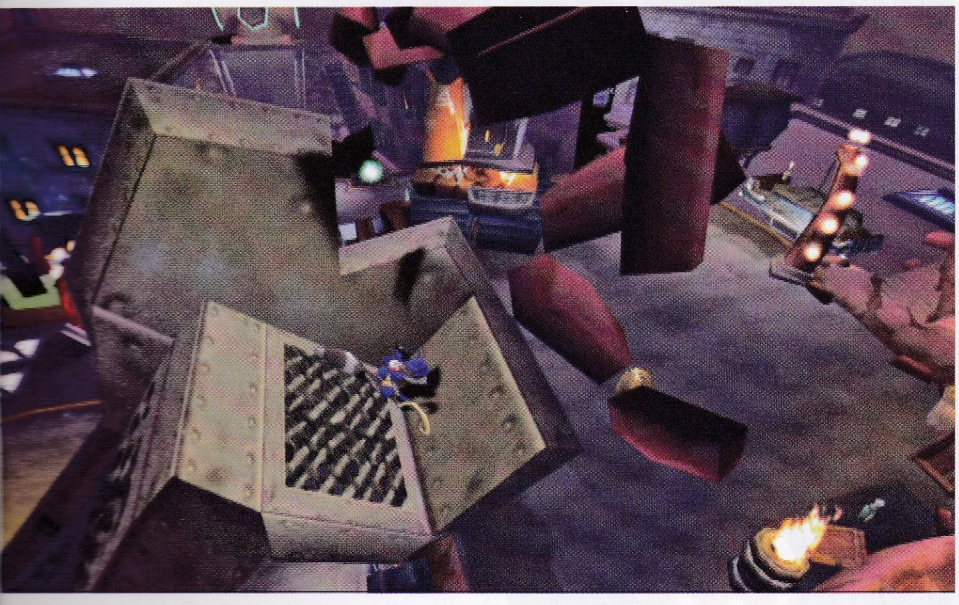
MORE NEON SIGNAGE



Climb another neon arrow and jump over to a raised section of roof. Grab the clues from the safe and don't forget about the bouncing Lucky Horseshoe. Return to the arrow and jump off the tip to a walkway behind the "Casino" sign.

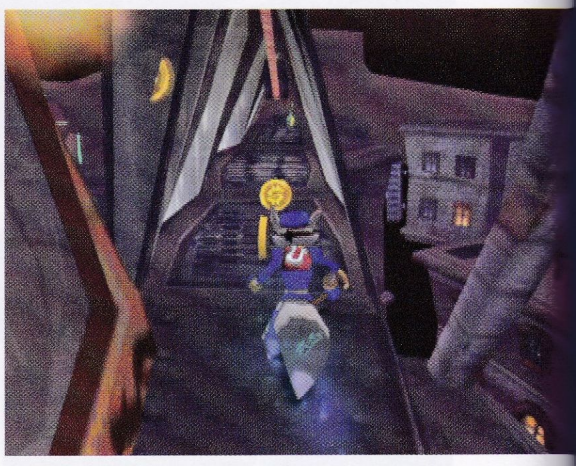


Use the ring to cross the gap and grab the hanging clue. Climb the pipe to the next level and cross more walkways back the other way, using the pipe to clear the gap. Climb another pipe and run along the top walkway to the neon bone. The bone falls over, crashing through a nearby wall. Be ready, as Inkspot Jackson immediately attacks with his cards. Get rid of him and grab the two clues.



DEMOLISH MUGGSHOT'S NEON SIGN

Ignore the vault and hop into the crane's boom, then run to the other end to grab the final clue. Return to the vault and enter 4-6-8 to gain a new technique. Now, climb down the crane to the wrecking ball to send it swinging. It takes out a "G" from the neon sign before destroying the glass dome, revealing the key.





Master Thief Sprint Time: 1:17

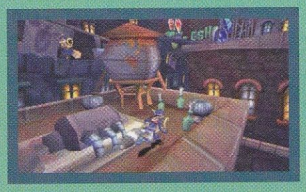
Sunset Snake Eyes
TWO TO TANGO



30 Total # of Clues

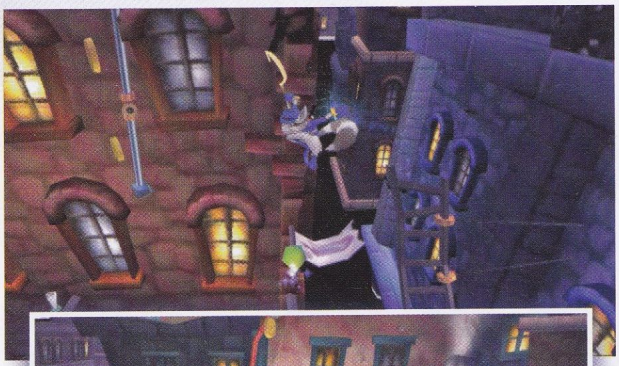
CLUE BOTTLE COMPANION

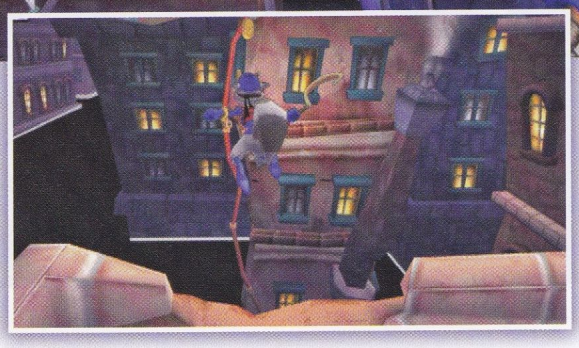
While evading Carmelita, take the time to explore each rooftop for hidden clues.



CLIMB TO THE ROOFTOP

Jump to the ladder and then over to the fire escape on the left to find the first clues. Use the boxes to reach the pole and ascend to the rooftop. Grab the clues in the corner, but be aware of Inkspot Jackson's incoming cards. Double jump over to the red pipe running up the next building and take it to the top.





CAN'T SLOW DOWN COOPER!

Carmelita Fox appears on a nearby rooftop packing her shock pistol. While she's in the area, stay on the move or Sly will get the shock of his life. Immediately start moving along the rooftops to the right. At the next rooftop, grab the five clues and a Lucky Horsehoe. Bounce up the mattresses and spire jump onto the flag pole. Cross the water tower to another flag pole.



Use the mattresses to escape Carmelita's weapon blasts.



Move quickly when spire jumping, or risk getting hit.

Grab the clues on the next rooftop and use the mattresses to reach the "Casino" sign. Spire jump over the sign and continue across three smaller rooftops to access the top of an apartment building.

SHIMMY ACROSS THE CLOTHESLINE

Grab the Lucky Horseshoe and break the clues out of the safe before bouncing off the mattress to the clothesline. Shimmy along the wire to the scaffolding, then continue across the boards to reach the raised section of the roof.

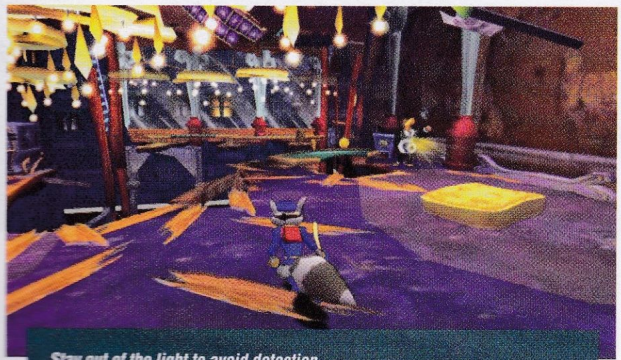
Grab the clues at the other end of this roof, then jump onto the next clothesline. Unfortunately, the line breaks and sends Sly Cooper into the next building. Climb to the roof and grab the lone clue.



FIND MUGGSHOT'S PENTHOUSE

Leap over to the balcony of Muggshot's penthouse to avoid Carmelita's line of fire—for the time being. Grab the bottles on the balcony and the others just inside before heading down the hall.

Run between the guards and cross the blackjack table to reach the safe. Grab the clues inside and dispose of Vinnie. Vault off the nearby mattress and cross over two chandeliers. Drop down on the other Vinnie and grab the last clue bottle. Enter 5-3-2 at the vault to unlock another technique.



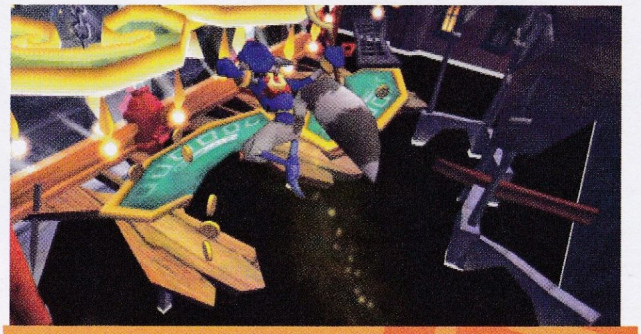
Stay out of the light to avoid detection.



Try to surprise this bad guy from above.

CAREFUL NAVIGATION IS REQUIRED!

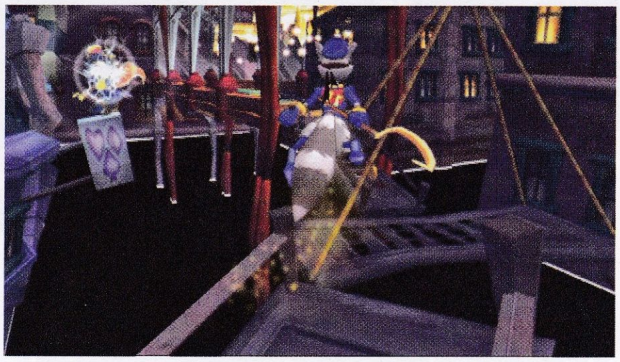
Jump across the chandeliers and look down and to the right. Pick up the gold coins and prepare for another chase with Carmelita. Start running across the blackjack tables until Sly reaches a metal bridge.

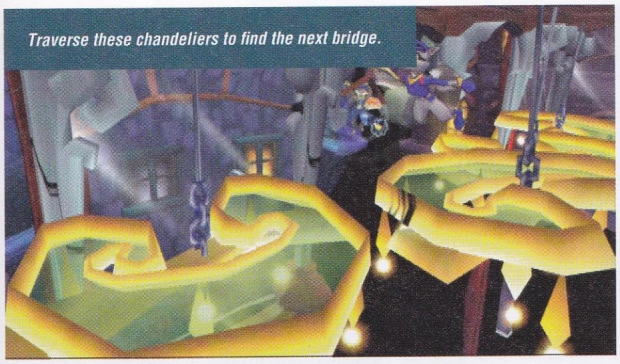


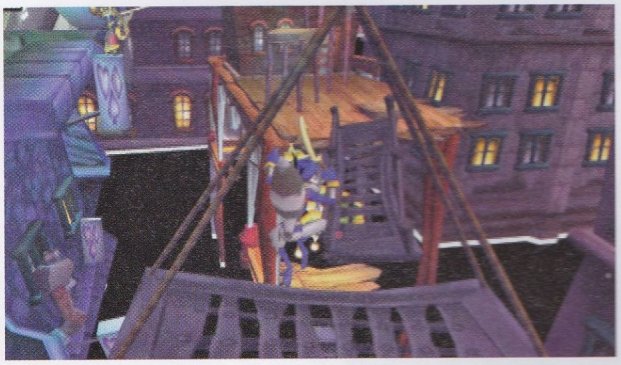
QUICK FEET

You must be quick to stay ahead of Carmelita's fire, but it's important to perform careful jumps. A missed jump means losing a horseshoe or a life. If there is a window next to Sly, Carmelita's weapon will blow it out first.

The next bridge is rotating, so time your jump well. Continue across more blackjack tables and up a ladder at the end. Jump back across more chandeliers and onto another metal bridge.



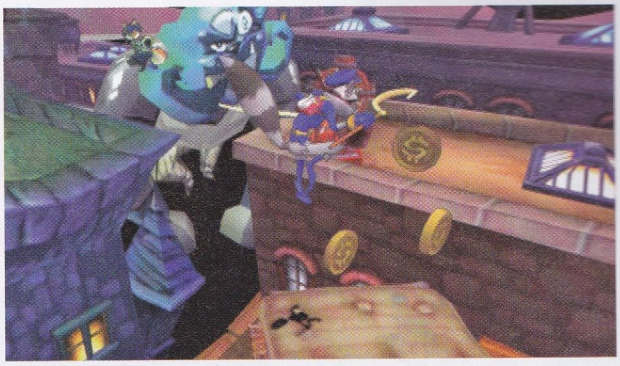

Traverse these chandeliers to find the next bridge.



OUT IN THE OPEN

Continue across more chandeliers and climb the ladder to the roof. However, now Sly is totally open to Carmelita's fire with nothing to block her shots. Bounce off the mattress and quickly spire jump across the flag poles.

Bounce off the mattress and carefully land on the spinning bridge. Immediately jump across another metal bridge as Carmelita's fire gets closer and closer. Use several more mattresses to reach the final rooftop and Muggshot's jewel case, which holds the final key.



BACK ON MUGGSHOT'S TURF

Back inside the building, return to the first floor and use the keys to reveal the elevator switch. Hit the switch to gain access to the elevator, then run up the stairs and enter "Last Call" to fight Muggshot.



Sunset Snake Eyes

LAST CALL



BOSS MUGGSHOT

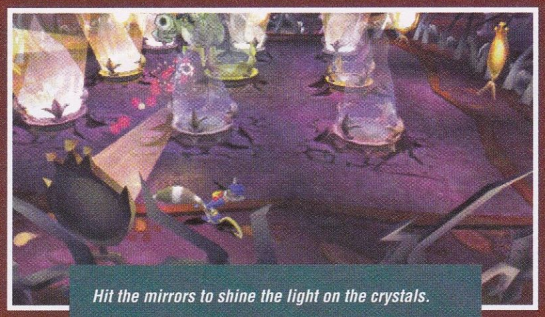
Muggshot is unwilling to just hand over his part of the Thievius Raccoonus, so Sly must take it from him. When Muggshot waltzes out to the floor and fires his guns, nine crystals appear with eight mirrors around the perimeter.

Sly needs to hit all eight mirrors so that they shine light on the crystals. Hit the nearby mirror and then start running around the outside hitting each mirror as you pass it. Once all eight mirrors are shining light on the crystals, Muggshot gets fried and the battle commences on the next level.



BLOCK HIS GUN FIRE

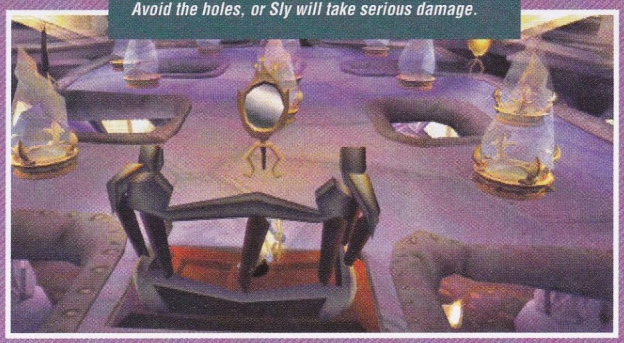
If Muggshot gets a clear shot at Sly, he stops and pulls his guns out. Make sure there is a crystal in between Sly and him, otherwise you will get hit.



Hit the mirrors to shine the light on the crystals.

The next level becomes trickier, because it is suspended in the air and there are holes in the floor. Hit the mirror just in front of Sly and run to the left to hit the next one.

Avoid the holes, or Sly will take serious damage.

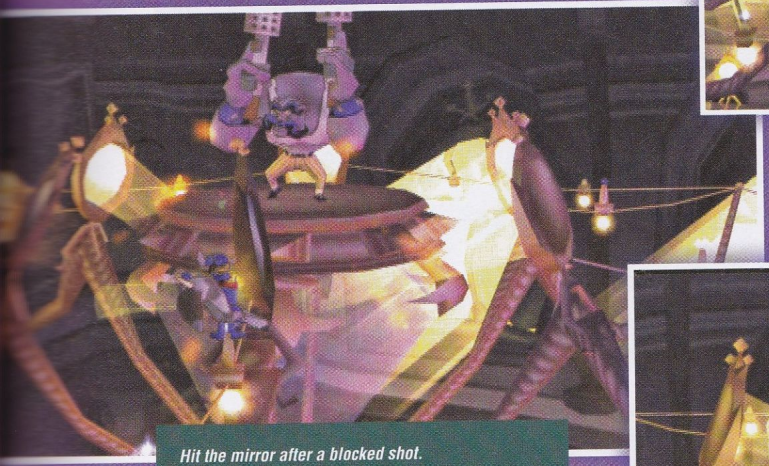


Continue around the right and hit two more mirrors, then cut across to the opposite side for the fifth. Remain on the outside to spin around the final three mirrors. There are only six mirrors on the third level and Muggshot is perched on a small platform in the middle. A series of aura points surround Muggshot, providing a path for Sly.



Wait for Muggshot to fire his guns. When his shot gets blocked by the mirror, hit it to flip it around. Immediately spire jump to the next mirror. Repeat this tactic for all six mirrors to finish him off for good.





Hit the mirror after a blocked shot.



Vicious Voodoo

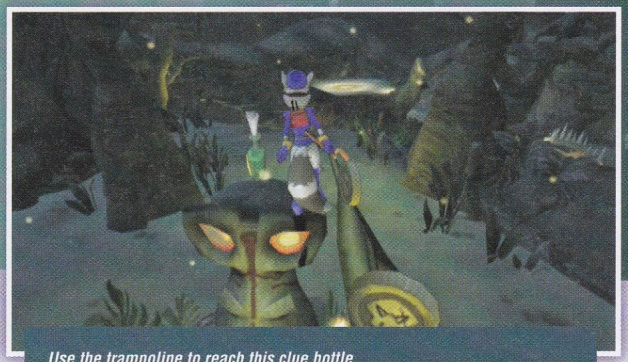
THE DREAD SWAMP PATH

20 Total # of Clues

CLUE BOTTLE COMPANION

Don't overlook the clue bottle located next to the fire tiki.

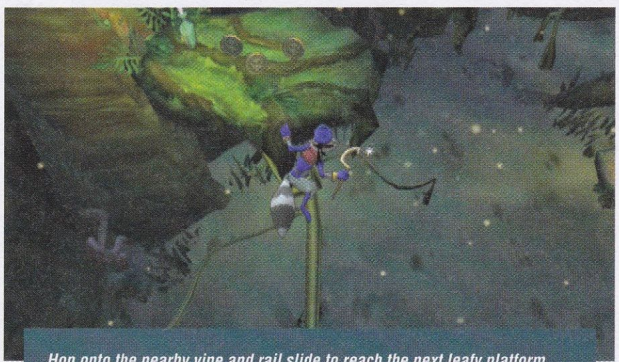




Use the trampoline to reach this clue bottle.

INTO THE SWAMP

Murray drops off Sly deep inside Haitian swamp land, where paranormal activity seems to be rampant. Hopefully, you have been collecting the clue bottles, because the Water Safety technique will come in handy in this swampy area. Grab the clue off the small island and continue to the next one, where a Clarence Dupree waits for Sly. This mosquito enemy will rear back before charging, so try to take him out before he starts to attack.

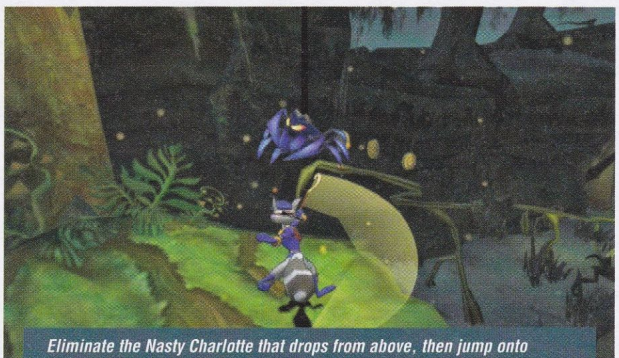


Hop onto the nearby vine and rail slide to reach the next leafy platform.

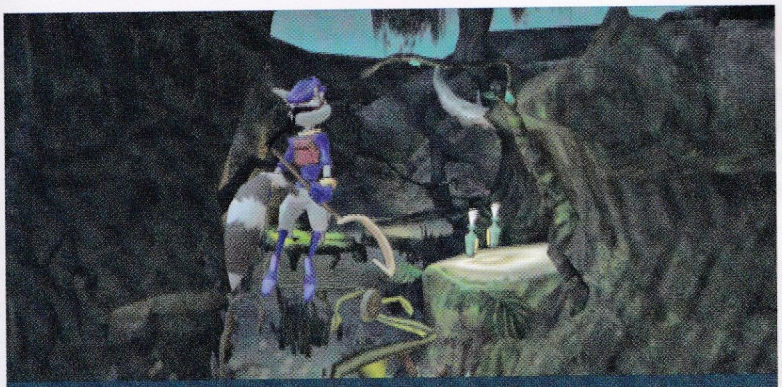


THE RAIL WALK

Using Sly's new Rail Walk technique, hop onto the root and press ● to perform the move. Grab the clue next to the fire tiki before using the trampoline to reach the tiki.



Eliminate the Nasty Charlotte that drops from above, then jump onto another vine.



At the gap between the two vines, step over to the right vine and continue Sly's rail slide. Leap over to the stump and grab the two clues, then jump onto the next vine.

WATCH OUT FOR THE STINGER

Ride the rail to another platform, but prepare for two Nasty Charlottes to drop in. There are multiple Clarence Dupree enemies in the area near the signal repeater. After eliminating them, knock down the bottle before bouncing up to another vine. Slide down until another vine appears, then jump over to it and take it down to a trampoline.

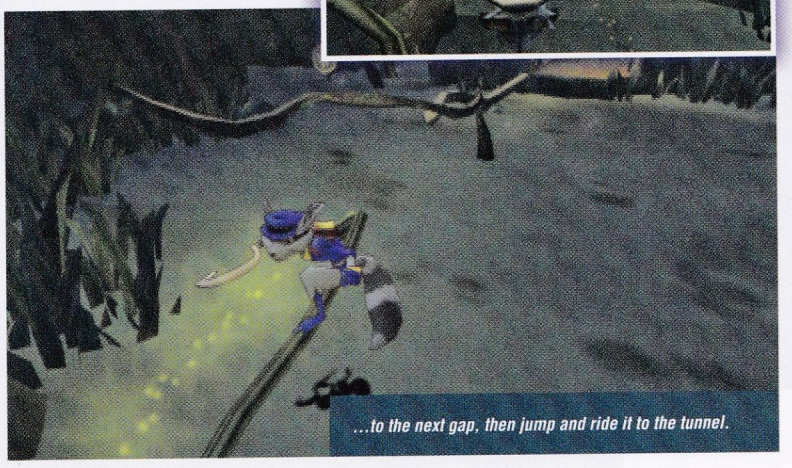


SLIDE THROUGH THE SWAMP

Bounce up to the vine and follow it to a trampoline that launches Sly to another vine. Slide along it through a tunnel until you spot a root emerging from the swamp water. Rail walk along the root until a spider appears. Hit that foe with Sly's cane and walk across another root to the tunnel. Enter the tunnel and grab the clues inside.



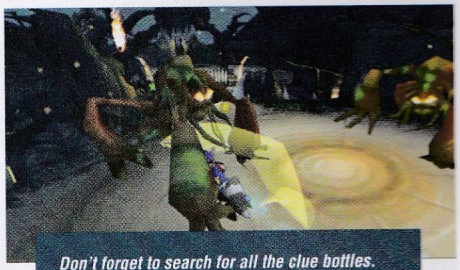
Slide down this vine...



...to the next gap, then jump and ride it to the tunnel.

MEET MARCEL WOODFIST

Grab the clue at the other end of the tunnel and jump onto the root that emerges from the hole. Walk along two roots to reach the top of the tree stump and two more Marcel Woodfists. After disposing of the enemies, pick up the lone clue on the right side of the stump and three more on the opposite side.



Don't forget to search for all the clue bottles.



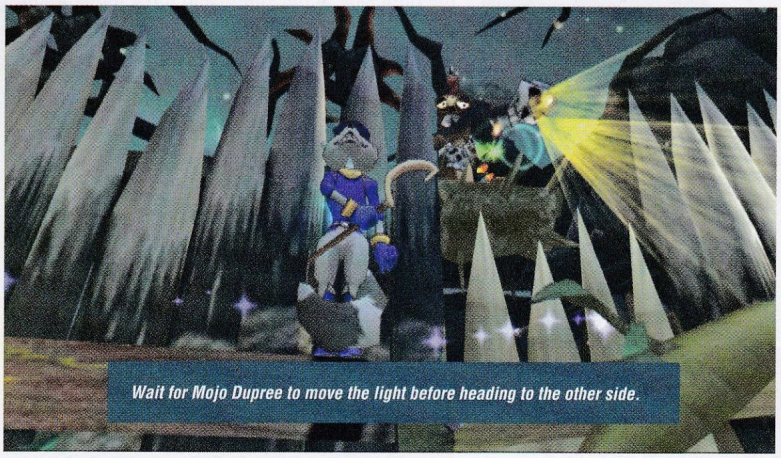
THE SIREN IS JUST AHEAD

Don't worry too much if these last searchlights spot Sly, as the siren is just around the next pillar.



MOJO DUPREE

Run across the leafy platform across from the roots and bound over to the land mass below. Grab the clue on the right before checking in at the signal repeater. Jump onto the stone statue next to the signal repeater and sneak along the fence. Wait for Mojo Dupree to turn his light away before continuing to the other side. Climb up to the platform and grab the clue in the opposite corner.



Wait for Mojo Dupree to move the light before heading to the other side.

MOJO DUPREES WORK WELL AS A TEAM

Six guards patrol the camp and they will react if they see one of their own being attacked. Additionally, they will attack if Sly steps into their light.

DESTROY THE CANDLES

Explore the camp to find the rest of the clues while destroying the five purple candles. After doing so, jump over to the vault and enter 5-8-8 to unlock another one of Sly's techniques. Grab the key and exit the level.





Master Thief Sprint Time: 1:35

THE GUARD COMPOUND

Mz. Ruby's lair sits just on the other side of the guard compound and the key to enter it resides in the middle. There is a force field protecting the key; to disable it, Sly must destroy the five candles situated around the camp. Wait on the ramp for the first Mojo Dupree to pass before hitting him from behind. Repeat this tactic with the remaining foes.



Candles like this one create a force field around the key.



Make sure their backs are turned before taking them out.

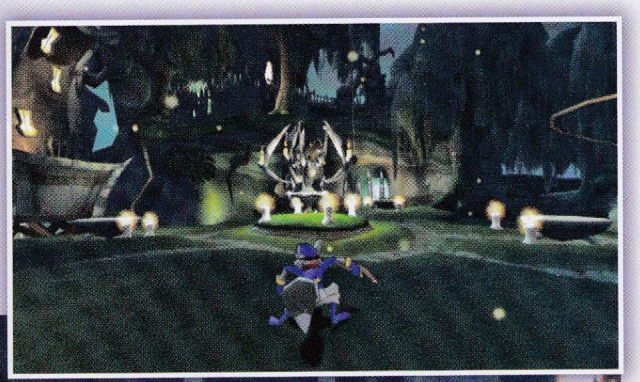
Vicious Voodoo

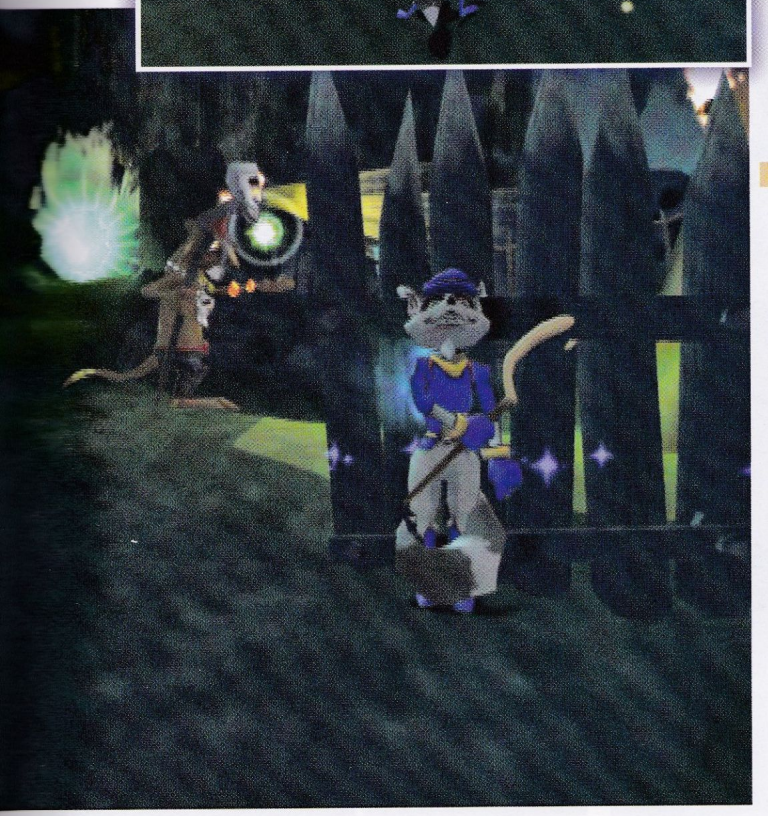
THE SWAMP'S DARK CENTER

0 Total # of Clues

A GRAVE UNDERTAKING

Hop onto the vine and ride it down to the center of the swamp. Three levels are accessible from here. Run around the statue in the middle of the area and use the trampoline to reach a rope. Jump off and sneak around the fence to the left, then follow it around the corner to get behind Mojo Dupree and gain access to the holographic marker.





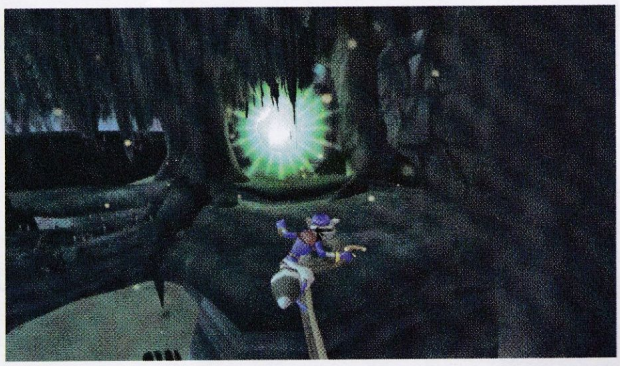
PIRANHA LAKE

Climb the vine of bones to the left of the trampoline (the one used to reach "A Grave Undertaking") until Sly is above Mojo Dupree. Take him out from above before entering Piranha Lake.



THE LAIR OF THE BEAST

Jump onto the trampoline near the locked gate to reach a root above. Slide down the root over Mojo Dupree to reach this level.



Vicious Voodoo
A GRAVE UNDERTAKING

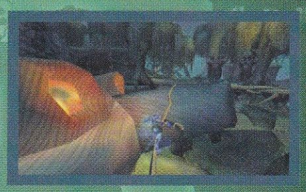
40 Total # of Clues

CLUE BOTTLE COMPANION

After destroying the three gravestones, use the trampoline to reach the statue on the left and sneak around to the walkway. Follow it to a safe with two clues and four more near the rotating pillar.



Search to the left of the tree to find a vine extending to the beast statue. Rail walk over to it and look between the fiery eyes to find three clues.



THE HAUNTED SWAMP

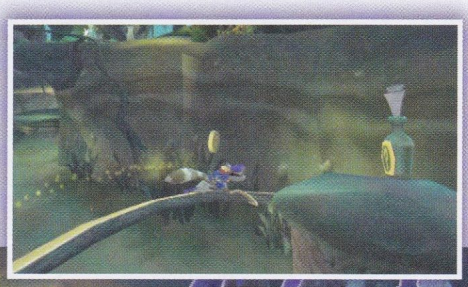
The paranormal activity ramps up a bit the deeper Sly ventures into the swamp. The vault and key are already in sight, but Sly must use all of his learned techniques to retrieve them. Bust through the roots, collect the Lucky Horseshoe, and meet the Rodentia Undeadius.



DO YOU BELIEVE IN GHOSTS?

Although this first ghost is alone, they usually appear in packs. They will continually emerge from a gravestone until Sly destroys it.

Slide along the root until you see a lone clue resting on a stump; grab it and then return to the root. Defeat the Marcel Woodfist and then break through the barrier to reach the first ghost generator.

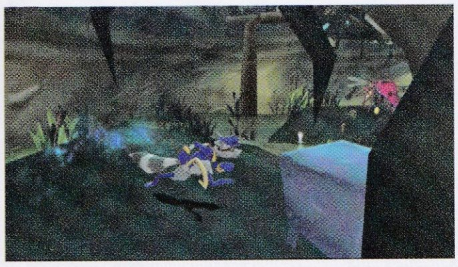




Destroy the generator to stop the flow of Rodentia Undeadius into the area.

Eliminate the Marcel Woodfist, grab the clues, and then swing on the hook to reach the first checkpoint. A safe is located just on the other side of the barrier; grab the clues inside before continuing along the path.





MORE GHOSTS THAN YOU CAN SHAKE A CANE AT

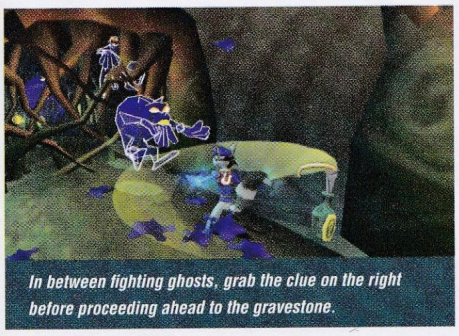
Three gravestones produce ghosts at the other end of this area. Immediately run over to the left and grab the clues, drawing the attention of the Rodentia Undeadius. With the ghosts following Sly, run back the other way around the outside and past each gravestone, hitting them in the process. With the generators gone, turn around and wipe out the group with a few swings of Sly's cane.



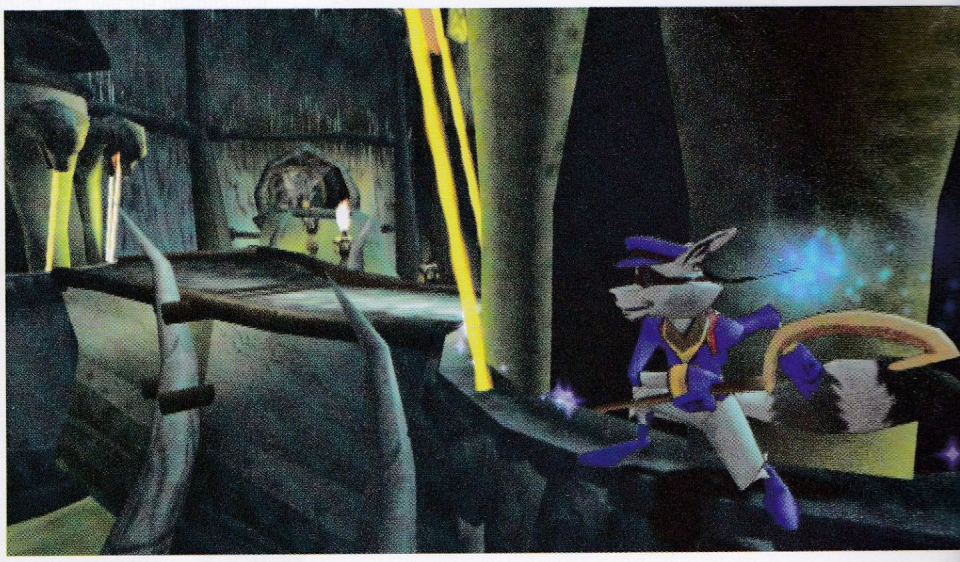
Use the trampoline to access a walkway to the left for some clues, then return the other way and bounce up to the right walkway. Grab the Sly Life and approach the rotating tiki statue. Sly must sneak around the statue without touching the sensors. Back in between the sensors and walk clockwise around to the next walkway.

PAYING TRIBUTE TO THE BEAST

Another Clarence Dupree and Marcel Woodfist attempt to block Sly's path just outside the mouth of the beast statue. Bust through the barrier of roots, but don't stop swinging as several Rodentia Undeadius foes keep attacking.



In between fighting ghosts, grab the clue on the right before proceeding ahead to the gravestone.



On the other side, use the three tiki torches to ascend to the worship area. Wait for the fire to dissipate on each one before spire jumping across.

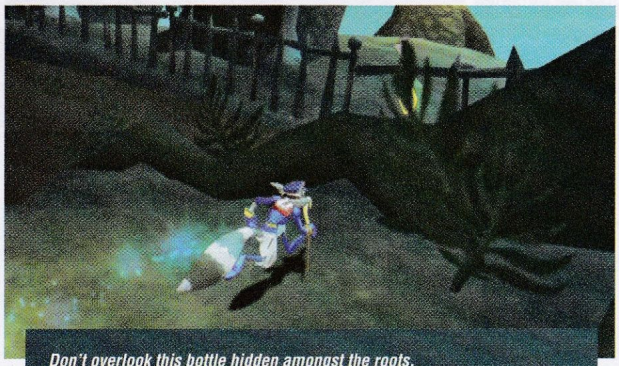
WORK ON THOSE PLATFORMING SKILLS

Another statue rotates the opposite way. Sneak around to a wobbly platform, grab the rope and climb to another platform and break the siren. Walk across a couple of rails and a platform to reach more clues sitting on a circular platform.





From the opposite side, make your way across several ropes and enter a tunnel for the next checkpoint. Take out the Marcel Woodfist and Clarence Dupree, and then grab the three clues on the beast statue. While avoiding the fire, spire jump across the tiki torches to reach another cliff and more clues.



Don't overlook this bottle hidden amongst the roots.

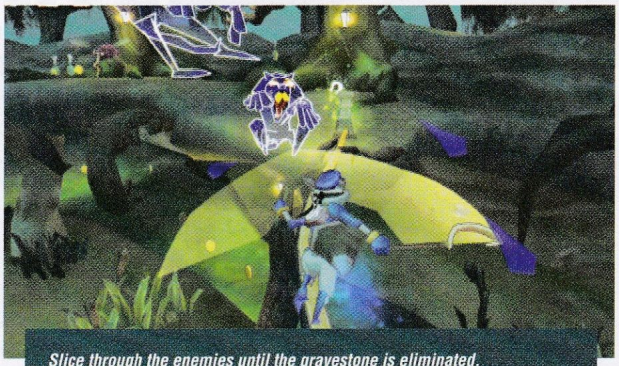


THE GHOSTS ARE RELENTLESS!

There are seven platforms in front of Sly, along with a ghost generator and three clues on the right. Rodentia Undeadius start attacking just as Sly reaches the first platform. Keep hitting them until there is an opening, then leap to the right side of the middle platform. Quickly grab the clues and continue to the last platform to destroy the gravestone.



Dispose of the Clarence Dupree enemies before snagging the clues from the safe. Rail walk along the root to the second gold coin and turn to the left to find another clue. Grab it and return to the rail. There's another gravestone at the other end of the rail, so be ready for the ghosts to attack.



Slice through the enemies until the gravestone is eliminated.

RAIL WALKING TO THE END

There are two gravestones at the other end of this rail. Slice through the ghosts and jump to the right side of the gravestones. Destroy them and any remaining ghosts to find the key, but don't grab it yet!



Get the clue hidden behind the key before traveling in the other direction. The remaining clues and the vault are located just past a root barrier and the vault. With all 40 clues in Sly's possession, open the vault using the combination 1-2-8. Return to the key to complete the level.



Master Thief Sprint Time: 2:18

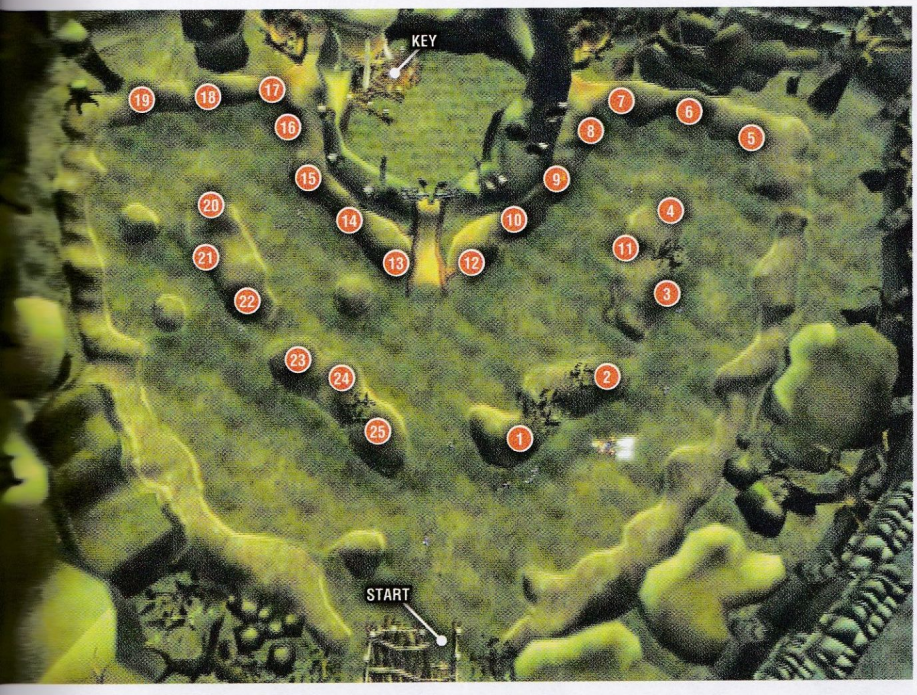
Vicious Voodoo
PIRANHA LAKE

0 Total # of Clues

FUELED BY PIRANHA

A key sits behind a voodoo gate on the other side of the lake. The only way to open the gate is to light all 25 tiki torches. Fortunately, the swamp skiff at the dock is equipped with a flame thrower! To fuel the flame thrower, Sly must run over the piranha that inhabit the lake. Each piranha provides enough fuel for one shot.





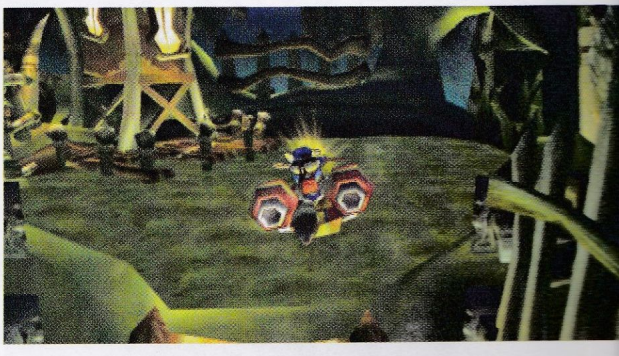
SWAMP SKIFF CONTROLS

Press the left analog stick to steer and push ⊗ or ◻ to fire the flame thrower.

Drive over some piranhas and start firing at the tiki torches. Remember, thought, that the flame thrower can only hold five shots, so don't pick up any more than that at one time.



There are 12 torches on the right half and 13 on the other. Complete one half by hitting the torches along the inside, and light the ones on the outside. Repeat this on the other half of the lake to hit all 25. Once the gate opens, ride up the ramp and park at the dock to obtain the key.



Vicious Voodoo

THE LAIR OF THE BEAST

30 Total # of Clues



CLUE BOTTLE COMPANION

It requires some difficult jumps to get these three clues, which hang from ropes.



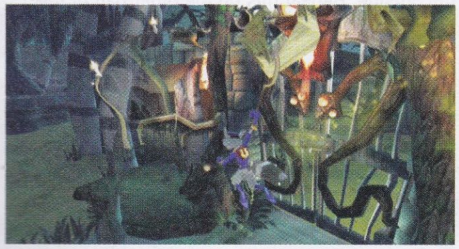
After the spiral vine, this clue hangs next to the tree at the leafy platform. Be quick, though, because the beast closes in fast.



SOMETHING IS LURKING

As Sly stands before a huge gate, he suggests that maybe Mz. Ruby is keeping something inside as opposed to keeping something out. This is your first clue to the trouble that may lie ahead. Grab the bottles on the left, then climb the root on the right.

Hit each candle while climbing to clear the way. Swing over to another root and rail walk up while hitting away more candles. A leafy platform serves as a temporary stop before sliding down a vine.





NAVIGATING THE RAILS

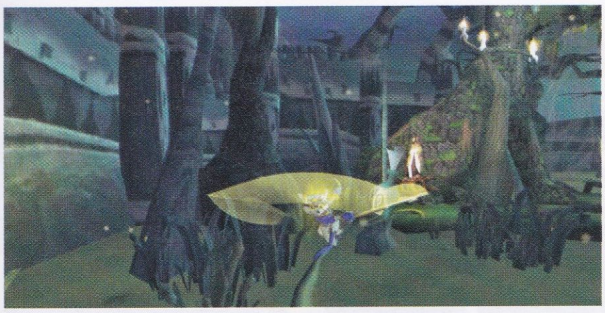
Rail slide down the vine to the bottom, knocking down clues in the process. As Sly runs around the tree, several Nasty Charlottes drop in on him. Take out each with a swing of Sly's cane and climb the root that encircles the tree. Break the clue bottle before continuing to the platform and the first checkpoint.



As Sly passes a ledge next to the right wall, gather all of the clues bottles.



Watch out for the Nasty Charlottes!

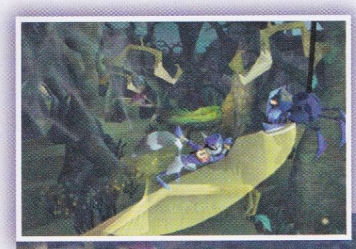


BE READY TO SWING

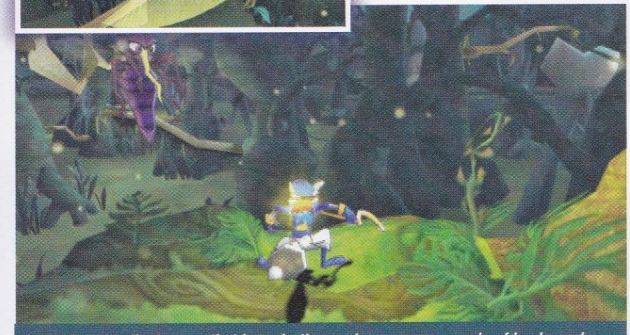
Bottles that hang along the sides of rails can be tricky to break if you aren't ready. If you miss one, simply jump back up the rail and try again.

JUST A WARM-UP

There are several steps involved in getting through this area unscathed, so just follow along with the screenshots and captions.



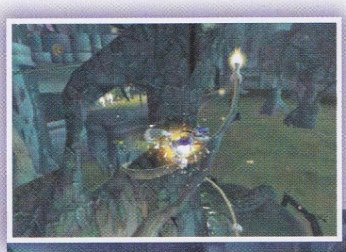
Grab onto the hook and swing over to the next branch. Hop along two more branches until a spider drops from above.



Land next to the tree on that branch, then swing across a couple of hooks and settle on the leaf below. Defeat the mosquito before swinging to another branch where another spider joins Sly.



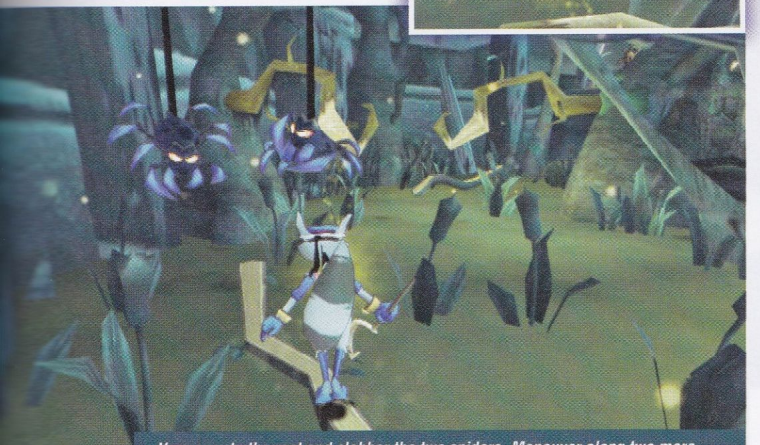
Defeat two Mosquitoes before circling all the way around the tree to find three clues.



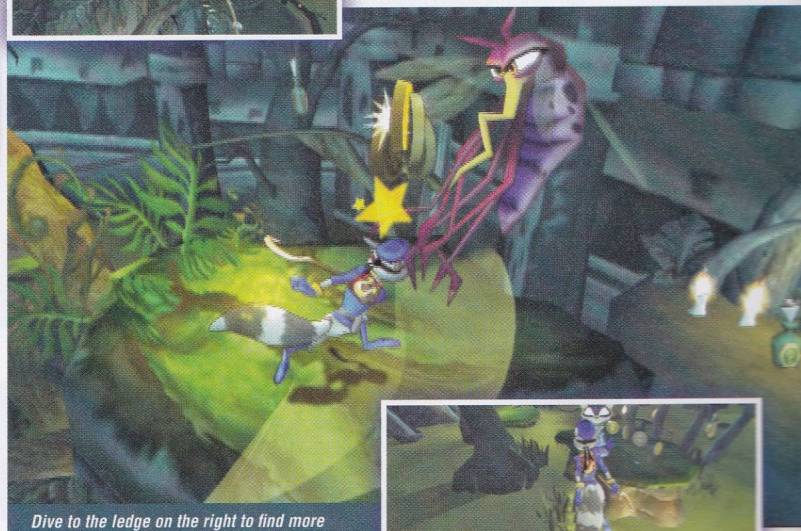
Continue up the root until Sly reaches the fourth candle; jump straight up for a clue before proceeding to the platform.

Proceed along a hook and two branches before the next spider attacks. Knock him out and skip to the next branch to find a clue.





Veer over to the root and clobber the two spiders. Maneuver along two more hooks to another root; eliminate the Nasty Charlottes and proceed to the island.



Dive to the ledge on the right to find more clues. Return to the leaf and slide down two vines, knocking down the hanging bottles along the way.

THE BEAST REARS ITS UGLY HEAD

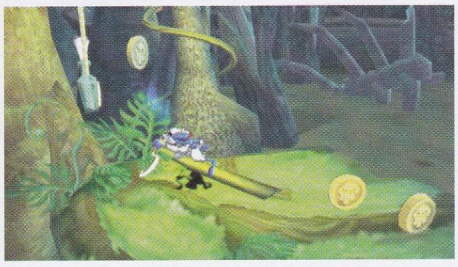
Swing over to another island and gather the clues, then rail walk along the root to start the real fun. The camera swings in front of Sly to reveal the beast that bursts onto the scene. Immediately start running, destroying anything in Sly's way.



There is a clue at the first jump and another just after the hook. Quickly swing at them, wasting as little time as possible. Jump off the next root and land with a quick swing to get the next one.



Maneuver down the path of rails across a couple of branches, then slide down the spiraling vine. This deposits Sly on a platform below with the final clue. Break it open and get back on the rails.



Follow the path of rails and hooks until you reach the key and lose the beast in the process. Before completing the level, take the nearby rail over to the vault and enter 4-4-4.

KEEP YOUR EYES PEELED

Be on the lookout for obstacles and clue bottles. You need to be quick with your reactions in order to create some space between Sly and the beast. That way if you do miss a clue, you can go back and grab it.



Master Thief Sprint Time: 2:02

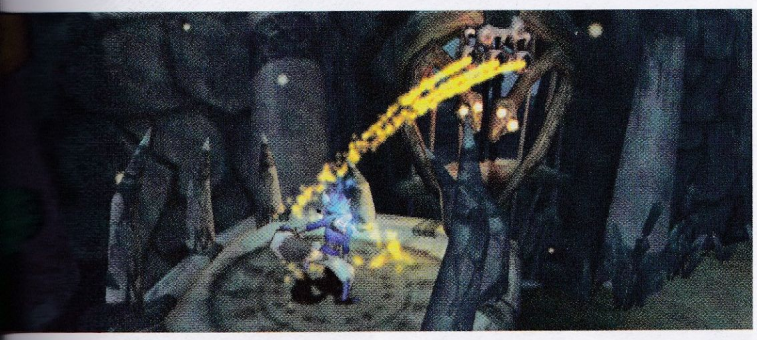
Vicious Voodoo

THE SWAMP'S DARK CENTER–AGAIN

0 Total # of Clues

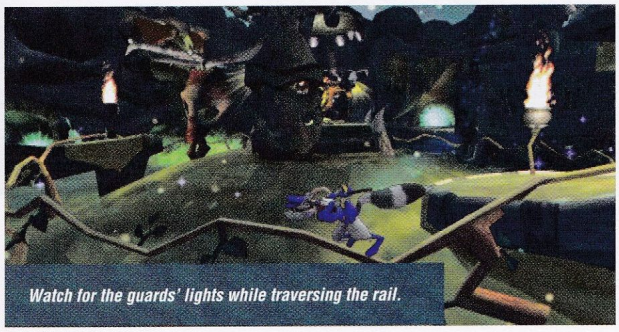
LET THE BEAST OUT

Use three keys on the gate to release the beast. It swims across the area and breaks through the barrier on the other side, giving Sly access to the rest of the Swamp's Dark Center.



Run through the newly created opening and take out the spider that blocks the path. There's a weird contraption in the middle of the next area that's manned by two Mojo Duprees. They patrol the area with their lights, looking from side to side for any trouble.

Around the outside is a vine that Sly can rail walk along to access the other levels. There are four masks rotating in a clockwise direction in between the guards and the rail; Sly must hide behind these masks to keep from getting spotted.



Watch for the guards' lights while traversing the rail.

DESCENT INTO DANGER

Wait for a mask to pass between the guards and Sly before leaping onto the vine. Walk along in the shadow of the mask until Sly reaches the next piece of land. Follow the stone path to enter the level.

GHASTLY VOYAGE

Return to the vine and follow it to the next area. Run down the grassy area until Sly reaches a swamp skiff; get on it to start the level.



DOWN HOME COOKING

Bounce off the nearby trampoline to reach a level above. Then turn to the left to find the next holographic marker.



Vicious Voodoo
DESCENT INTO DANGER

40 Total # of Clues

CLUE BOTTLE COMPANION

From the chandelier, leap to the rope and drop onto the snake statue below to get one clue. Next, jump to the small platform beneath the waterfall and continue to the other snake statue for three more.



Starting from the first snake statue, turn away from the waterfall and look down. Double jump to the save point and collect the five clues before jumping over the sharp edges onto the bone rail below.

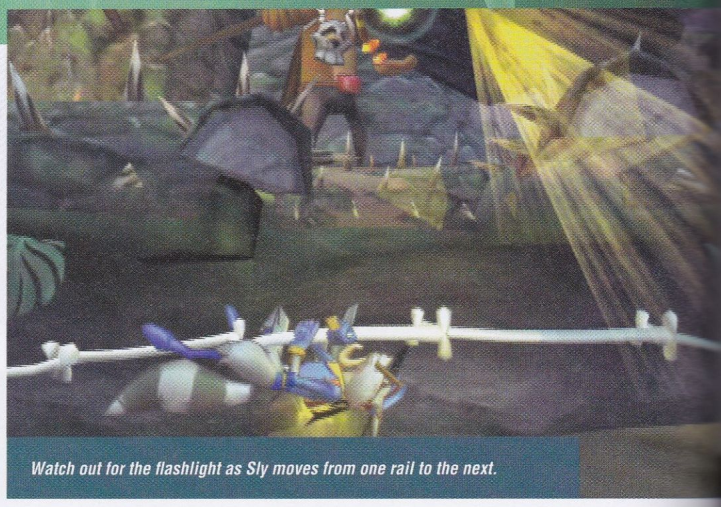


WATER SAFETY

Sly finds himself deep in the filth of Mz. Ruby's lair and Bentley voices his displeasure. Nonetheless, Sly must get the key. Break through the root barrier and grab the three clues on the other side.



Rail walk along the root and hop over the floating platform to the bone rail ahead. Shimmy underneath Mojo Dupree to the other end of his platform and use the same approach for the next platform.

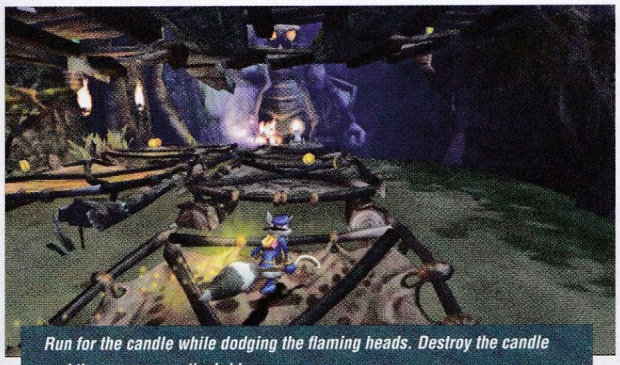


Watch out for the flashlight as Sly moves from one rail to the next.

Dismount onto the little island and break open the safe to reveal a couple of clues. Turn around and defeat the Mojo Dupree that you just snuck past before nabbing the clue.

DON'T LOSE YOUR HEAD

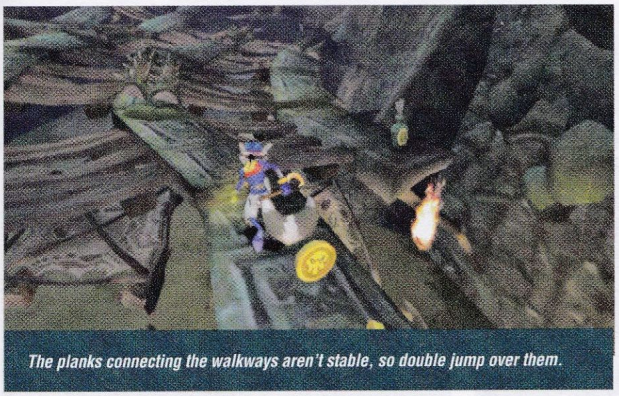
Five floating rafts are guarded by Pierre Flamenose. From his location on the other side, he will throw his burning head at Sly, which then forms another head. To reach Pierre, Sly must extinguish a candle burning on the far raft. This causes the spiked log to lay flat, forming a safe passage across.



Run for the candle while dodging the flaming heads. Destroy the candle and then cross over the bridge

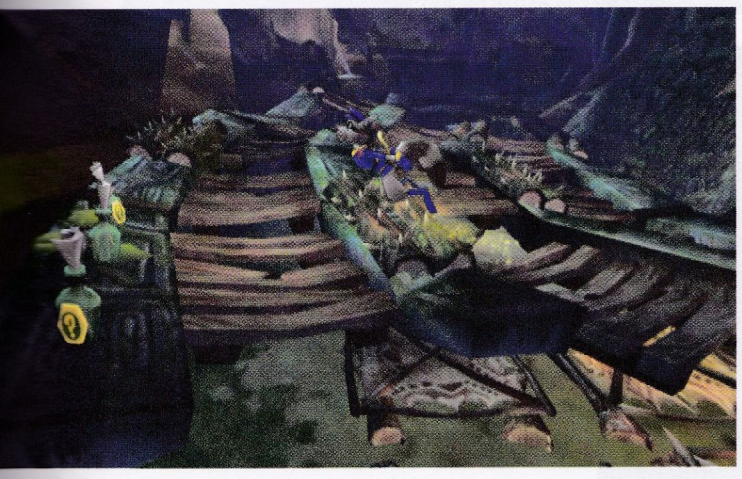
WITH HAND OUTSTRETCHED

Grab the two clues prior to the first checkpoint. Shimmy up the bone rail on the back side of the statue, then transfer over to another bone rail and continue up to the statue's arm. Run down the arm and defeat the spider. Swing over to the suspended platforms.



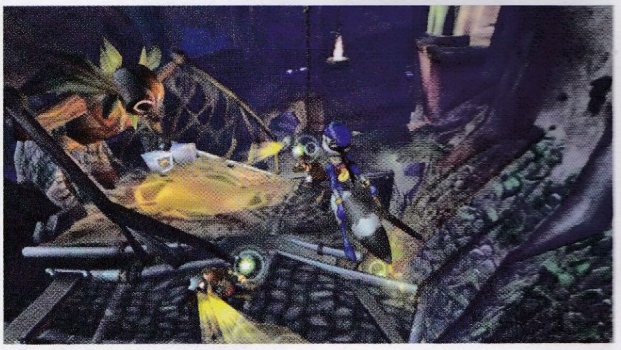
The planks connecting the walkways aren't stable, so double jump over them.

Grab the clue on the right before cutting straight across to the left for three more. Next, run diagonally to the opposite corner for more clues. Watch out for searchlights and double jump across two walkways. Avoid detection as you make your way to the siren and destroy it.



GET THE DROP ON UNSUSPECTING FOES

Climb the rope to a chandelier, then sneak around to the other side and drop down on the Mojo Dupree. Turn around and grab the two clues that once sat in his light. Wait for the next enemy to pass before taking him out and scoring four more clues.

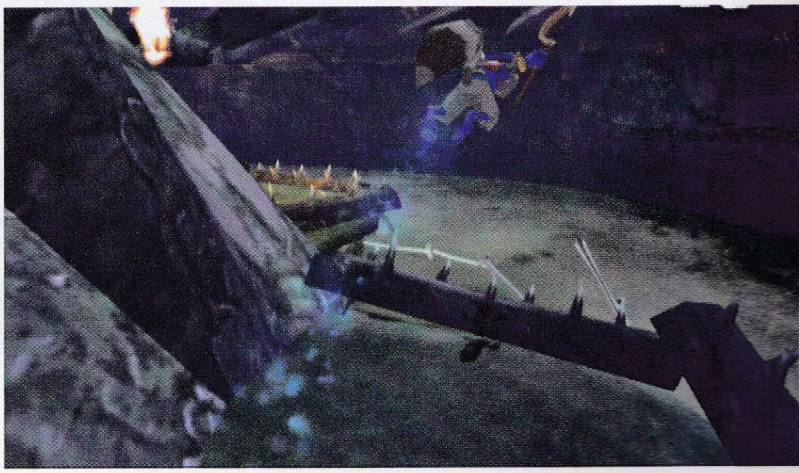


Use the nearby rope to reach another chandelier. Grab the next rope and drop onto the snake statue below. Gather the clues on both statues and double jump in the other direction onto a platform.

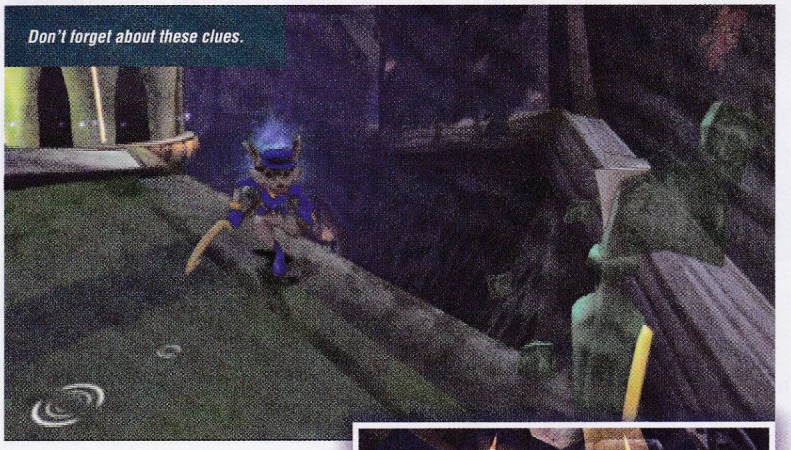


TIGHTER SECURITY

Eliminate the Mojo Dupree and get the clues before leaping over the spiked edge onto the bone rail below. The only way back to the rope is to follow the same path as before, but this time there are no annoying searchlights or enemies.

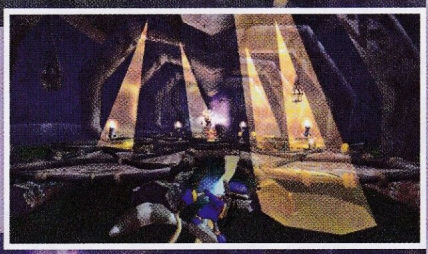


Hop over to the ledge, leap the waterfall, and take out the spider. Back into the rotating pillar in between the laser sensors and sneak around in a clockwise direction. Jump across to the narrow ledge and tightrope across and back to get three more clues.



Don't forget about these clues.

After the signal repeater, Sly runs into another Pierre Flamenose. Use the rafts to reach the four candles and extinguish them.





Put out the flames on each candle.

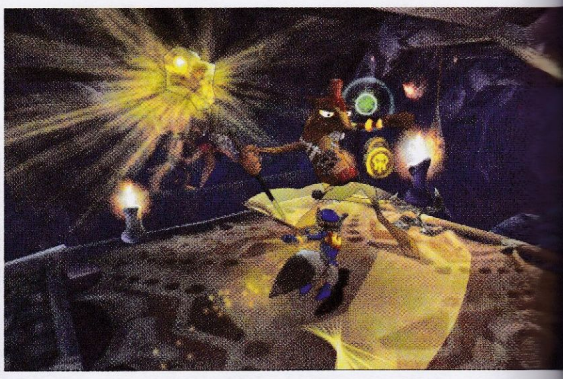


Cross the wooden platform and defeat Pierre.

DON'T GET BURNED

Wait for the fire to snuff out on the nozzle before spire jumping across. Continue to a wobbly platform and nab the clues. Make two more spire jumps to access another unstable platform.

Sneak up on the Mojo Dupree and whack him with your cane before hitting the big candle. This reveals a long vine that runs all the way to the key. Before Sly goes any further, though, gather the four clues against the wall.





Slide down the vine until you spot the vault on the right. Get the last two clues and enter 5-7-1 as the combination. Now simply rail slide down to obtain the key.



Master Thief Sprint Time: 2:08

Vicious Voodoo
A GHASTLY VOYAGE

0 Total # of Clues

LET'S BLOW STUFF UP

Another swamp skiff is available for Sly to cruise through the swamp. This time, though, it's equipped with some sort of high-energy cannon. Rodentia Undeadius haunt this area of the swamp, which means Sly must destroy their gravestones as well.

SWAMP SKIFF CONTROLS

Use the left analog stick to move around and aim the right analog stick in the direction you want to shoot. As before, you can move in one direction while shooting in the opposite direction.

Look straight ahead to spot the first headstone generator—the source of the Rodentia Undeadius. Move to the front of the boat and start firing at it. As the ghosts start to attack, move straight back to take them out while still focusing on the headstone.



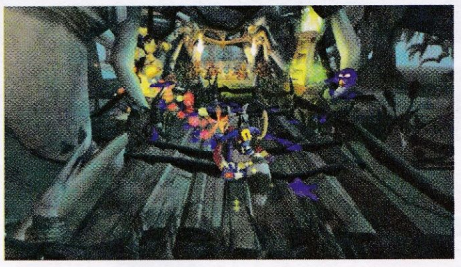
HEADS ARE GONNA ROLL

The next generator is on the right, but it's protected by a metal barrier. As the boat plods onward, Pierre Flamenose tosses his flaming heads at Sly from his perch on the left.



Dodge these attacks and shoot Pierre with the high-energy cannon.

At this point, the ghosts start pouring out of two headstones. Concentrate fire on one headstone, while pulling back the skiff and then take out the other one. A short time later, the boat beaches on the shore; destroy the barriers to reach the signal repeater.



FREE TO ROAM

Pierre Flamenose hides behind a fence ahead. Take down his protective barrier and then Pierre himself before collecting the gold coins from the destructible items.





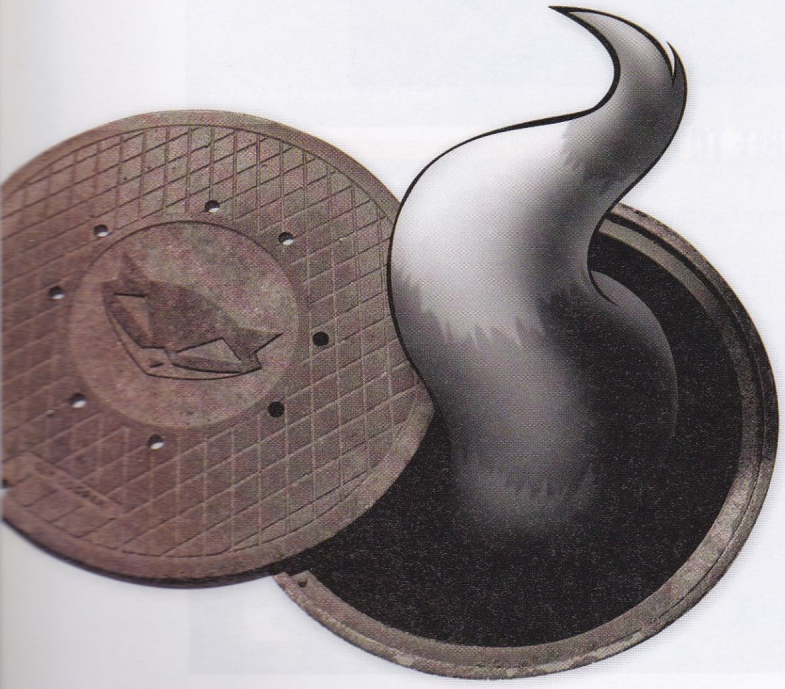
Destroy both generators here.

In the next area, there are two headstones behind a fence. Demolish them while avoiding the ghosts before taking out the Rodentia Undeadius generator and Pierre Flamenose. Follow the spiraling ramp to the walkway above, while destroying any barriers along the way.



Follow this path to the next checkpoint.

At the next turn, a Pierre Flamenose and several ghosts attack from the side. Fend them off as they appear, but focus most of Sly's fire on the barriers that block the path.



FLYING HEADS

Around the circle two Pierre Flamenose enemies fling their heads at Sly. Move back and forth, dodging the flying heads while poking away at their defenses.

Three headstones guard the key. Approach one of the outside headstones and send a barrage of cannon fire at it. Pull back as ghosts attack to get them in Sly's line of fire.



Destroy the outside generators and then finish off the middle one.

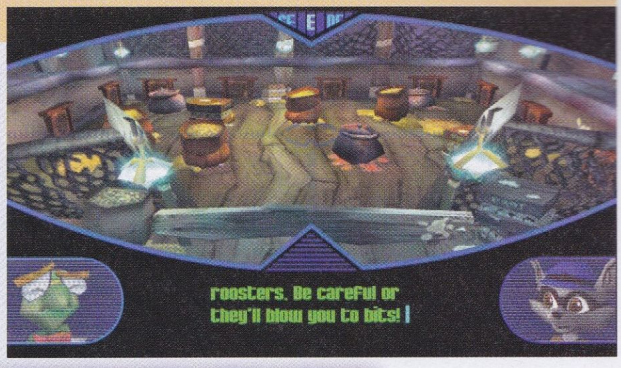
Vicious Voodoo
DOWN HOME COOKING

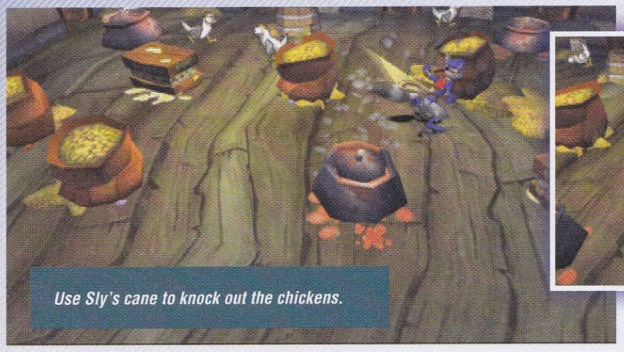
0 Total # of Clues

LIKE A CHICKEN WITH ITS HEAD CUT OFF

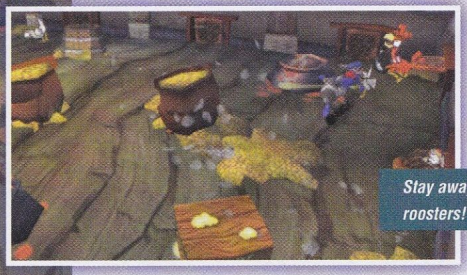
Bentley has struck a deal with one of the ghosts: if Sly can whack 50 chickens, they will get a key. Unfortunately, it won't be as easy as it sounds. There is one thing standing in the way—roosters with bombs!

There are 10 doors situated around the coop, three on each side and four in front of Sly. Chickens emerge from these doors and run around frantically. After a short period of time, two roosters show up toting bombs with the intention of blowing up Sly.





Use Sly's cane to knock out the chickens.

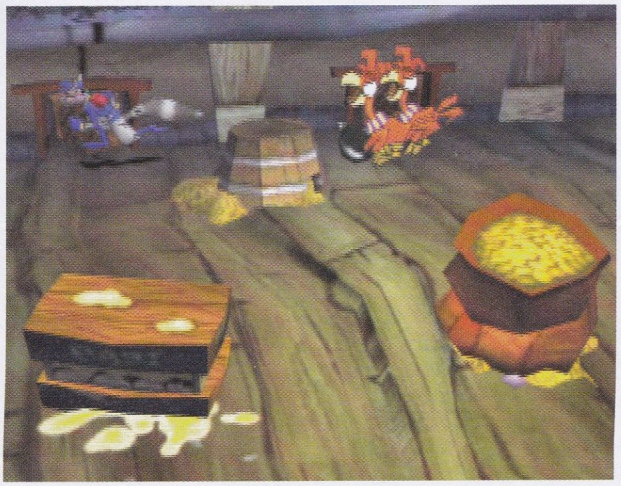


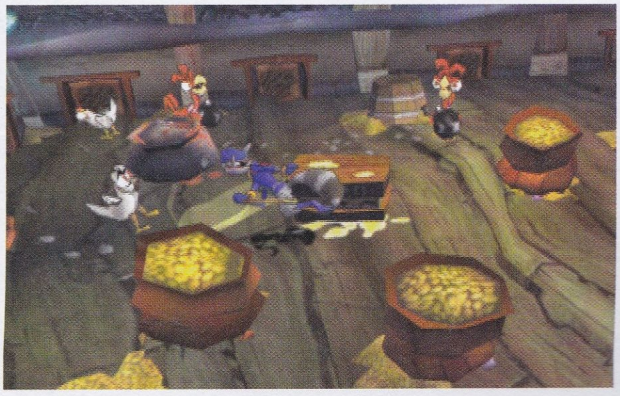
Stay away from the bomb-toting roosters!

Just get the two roosters to chase Sly for a while and they will blow up. When this happens, two more roosters join the fray. Once Sly has defeated 50 chickens, the ghost appears and drops the key.

JUMP TO STAY ALIVE

When the roosters get close to Sly, jump to make them run into each other.





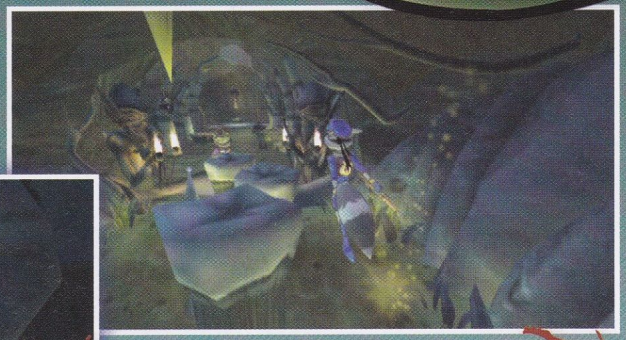
Vicious Voodoo

A DEADLY DANCE



BOSS MZ. RUBY

Mz. Ruby greets Sly Cooper inside a giant skull. After a short chat, she leaves Sly standing on a tooth as the mouth starts chomping open and shut. Sly is safe on the big teeth, but if he stands too long on the pointy ones he'll get sent back to the start. Hop over to the next tooth and wait for the mouth to open before quickly spire jumping across the pointy tooth. Continue across several more teeth before reaching the alligator.





Jump down to Mz. Ruby just after she slams the ground with her tail and hit her. At this point, she runs off and invites Sly to a game of "Simon Says."

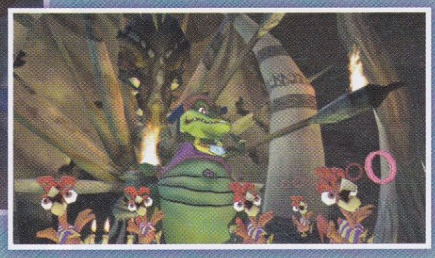
FEEL THE RHYTHM

Pay attention to the beat of the background music. You need to keep the same rhythm with your button presses that Mz. Ruby used.

During the first stage, Mz. Ruby uses the following button combinations (see next page). Avoid the shockwave from her tail slam and hit her to move on to the next stage of the fight.



Repeat the button presses that appear to dodge Mz. Ruby's voodoo.





□, □, □ → △, △, △ → ○, ○, ○ → □, ○, □ → ○, □, ○ → □, △, ○ → ○, △, □ → □ → △ → ○ → ✕



During the second stage, she uses the following combinations (see below). She starts varying the speed of her mojo, so pay attention to the background music. Again dodge her tail attack and hit her to continue to the final stage.



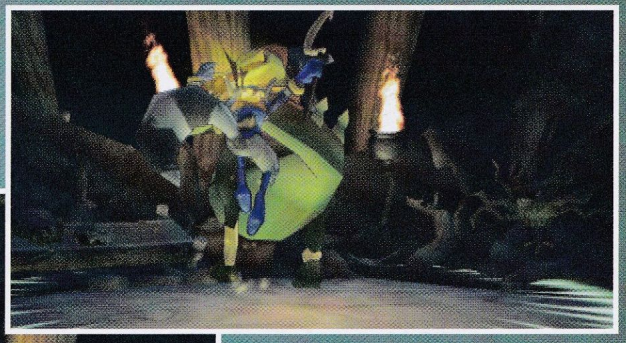
□, ○, ✕ → ○, □, ✕ → □, □, △, △, ○, ○, ✕ → ○, ○, △, △, □, □, ✕ → □, ○, □ → △, ✕ → ○, □, ○ → △, ✕ → □, ○, □ → △, ✕ → ○, □, ○ → △, ✕

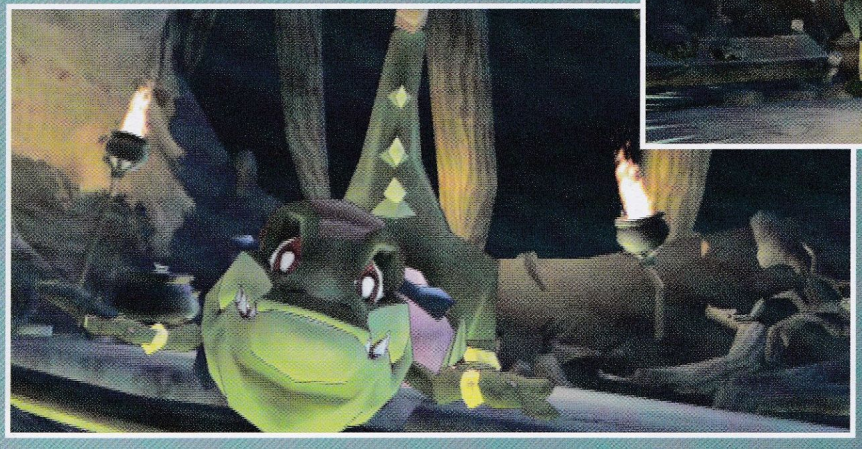
The mojo attacks start moving faster this time. Keep up with the following button presses as they fly at Sly. As before, avoid Mz. Ruby's tail and attack to finish her off. She falls and drops a part of the Thievius Raccoonus that teaches Sly the Invisibility technique. The third member of the Fiendish Five informs Sly that the Panda King can be found in China. After a short break, the gang sets out to find the next boss.





□, ○, □ → ○, □, ○ → □, ○, □, ○, □, ○, △ → ○, □, ○, □, ○, □, △ → □, △, ○ → ○, △, □ → □, △, ○ → ○, △, □ → △, △, △ → △, △, △ → △, △, △ → △, △, ✕





Fire in the Sky

A PERILOUS ASCENT

30 Total # of Clues



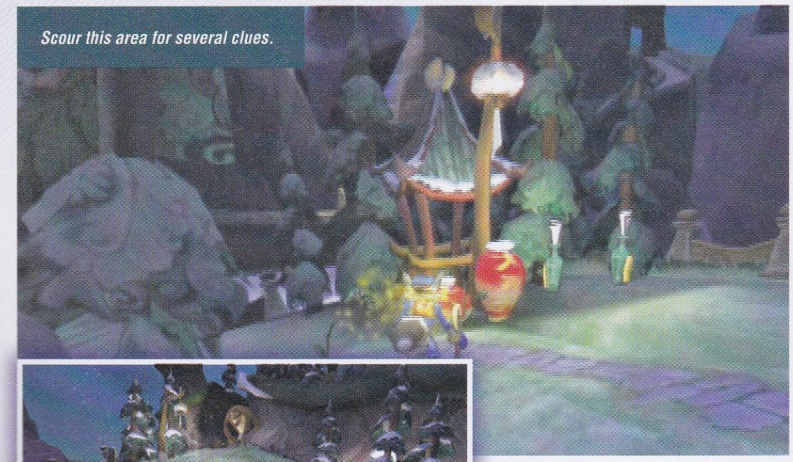
CLUE BOTTLE COMPANION

Search the well-guarded area for the last 14 clues. They are scattered along the paths and on the right wall.

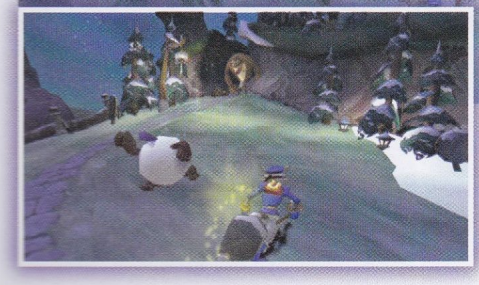


ASCENDING THE KUNLUN MOUNTAINS

Murray delivers Sly to the base of the mountains in the hopes that Sly can track down the Panda King. A Kung Pao greets Sly at the entrance. Avoid his stick and then pummel him.



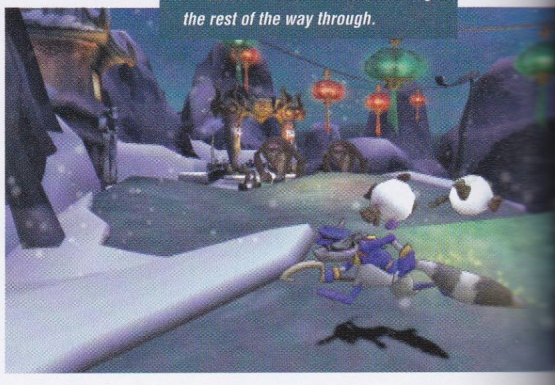
Scour this area for several clues.



Lure another Kung Pao off the bridge, then cross it and focus on Andre at the top of the hill. He launches Won Tons down the hill at Sly. Dodge them by moving from side to side while running toward Andre. Wait for him to hit the catapult, dodge, and take 'em out!

BURIED VILLAGE

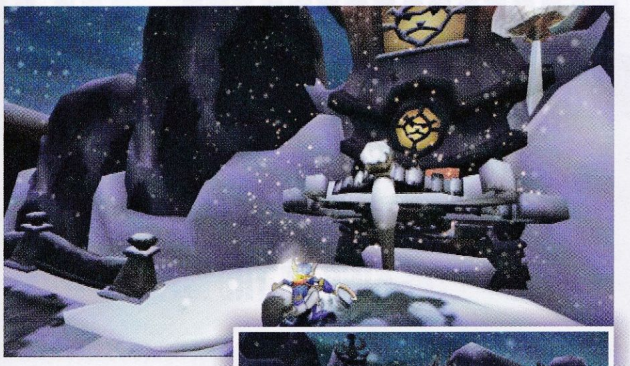
After watching a village get buried in snow, nab the nearby clue and swing over to the ledge. Dodge the Won Tons as Sly runs up the narrow valley. Gather the three clues while crossing the bridge—jumping and swinging over the gaps. Look to the right to find a narrow ledge with blue sparkles; sneak along this path and look above. If there is falling snow, it means that an icicle is not far behind. Continue to the signal repeater. Another narrow path proves more dangerous with falling ice.



Avoid the Won Tons while sneaking the rest of the way through.

A FIREWORKS SHOW

Set some fireworks on the other side of the bridge. The blue ones put on a colorful show and create gold coins. Hit the big red one to launch it at the gate, creating a path for Sly to get across.

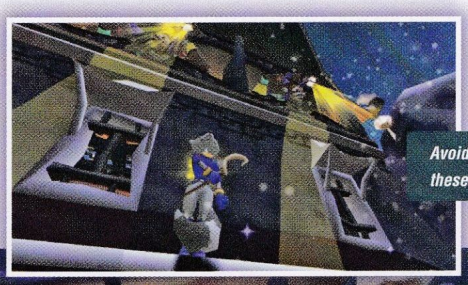




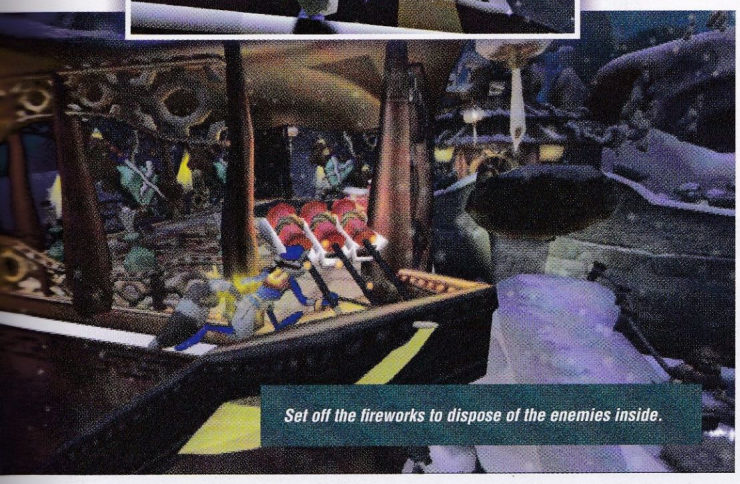
Bounce up to the next signal repeater and then run down the path. Slip behind the statue at the bottom and wait for General Tso to turn the other way.

STEALTH & EXPLOSIONS

Sneak around the right side of the building until the light from the General Tso appears. Wait for it to move the other way and proceed underneath the window awning. As the light passes back over, continue around the next corner.

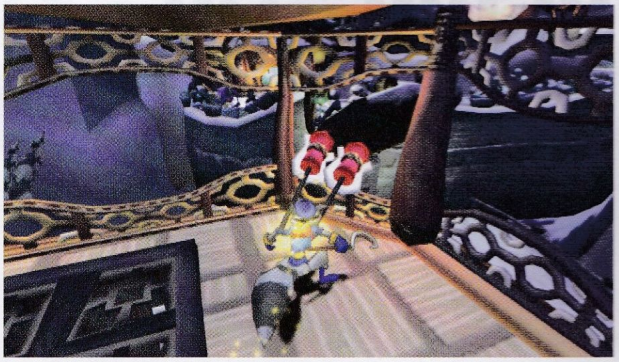


Avoid the lights near these windows.



Set off the fireworks to dispose of the enemies inside.

Collect the three clues inside before lighting the fireworks on the opposite railing. One forms a bridge outside, while the other blows a hole in the floor. Drop through the hole to find the vault; unfortunately, Bentley needs more clues to open it.



Cross the bridge and defeat the Kung Pao to reach a signal repeater next to the security gate. The key for the gate is on the right just past some guarded paths. Nab the clues from the safe on the left before heading in that direction.

A GUARDED KEY

Seven General Tsos stroll along these paths. Use the trees to get behind each enemy and take them down one by one. Grab the key and gather all 14 clues in the area before returning to the vault. Enter 5-7-8 to learn a new technique, then use the key to exit.



INVISIBILITY

If one of the apes is looking in Sly's direction as you defeat one of his comrades, you may have a bigger fight on your hands. When this happens, simply draw on Sly's new Invisibility technique. Use it as a light shines on Sly, then take the ape down when he gets close.



Master Thief Sprint Time: 2:09

Fire in the Sky

INSIDE THE STRONGHOLD

0 Total # of Clues

REACHING THE PANDA KING

So this is the Panda King's compound. Bentley has found a way to the top of the statue, but it's obstructed by a ceiling hatch. Sly needs to get three treasure keys to access the fire power required to break through.



Swing over to the ledge and sneak along the blue sparkles. Run over to the right and duck behind the small ledge so that the General Tso doesn't spot Sly. Once he turns around, take him down and swing up to the roof.

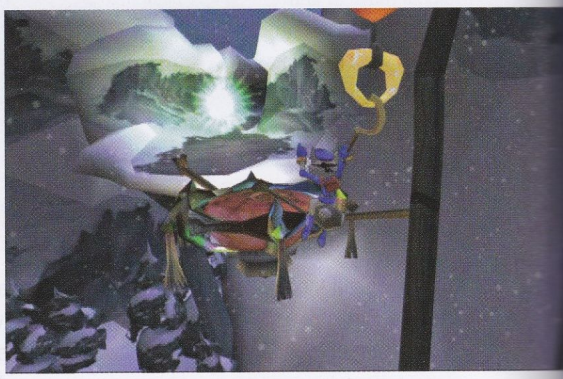
THE UNSEEN FOE

Turn to the left and approach the walkway where a General Tso guards the level entrance. When he brings his light in, run at him and use invisibility to get close enough to defeat him.



THE KING OF THE HILL

From "The Unseen Foe," turn right and locate the ring hanging from a pole. Use it to reach a red platform, then run to the first holographic marker.



FLAMING TEMPLE OF FLAME

A General Tso patrols the walkway on the opposite side of the roof from the entrance to "The King of the Hill." Wait at the edge of the walkway until he turns his back, then charge at him.



Fire in the Sky
THE UNSEEN FOE

30 Total # of Clues

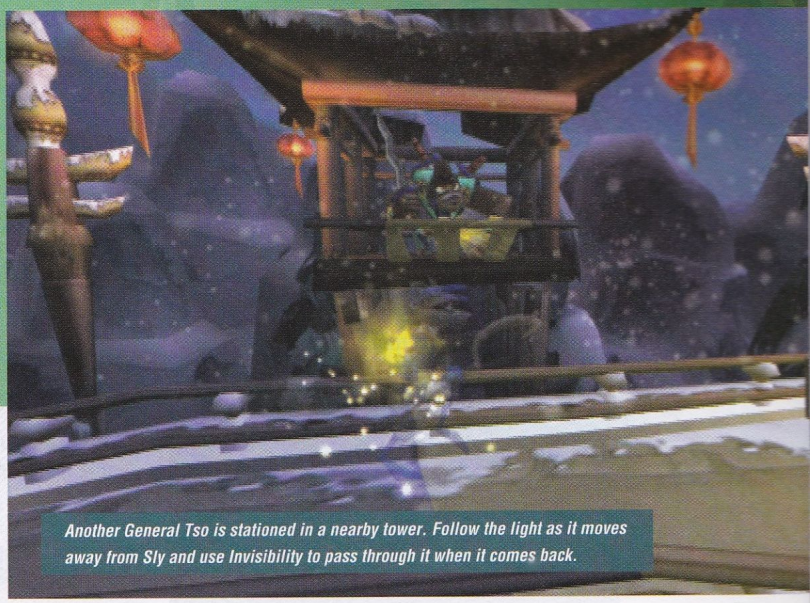
CLUE BOTTLE COMPANION

After busting open the safe, climb up the trees to find two clues resting on top.



Bounce off the trampoline next to the vault and double jump to the top point of the pagoda for the final clue.

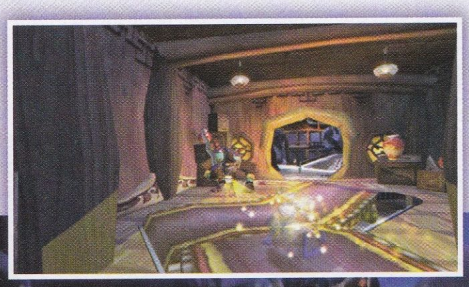


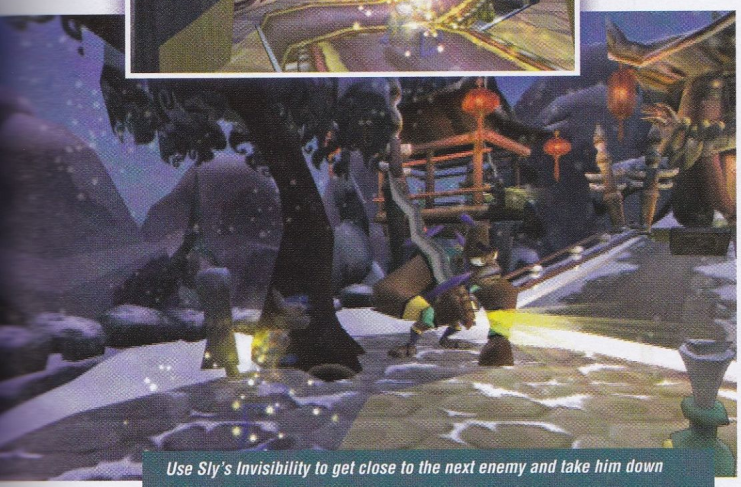


Another General Tso is stationed in a nearby tower. Follow the light as it moves away from Sly and use Invisibility to pass through it when it comes back.

GETTING THE MOST OUT OF INVISIBILITY

Sly's ability to turn invisible comes in real handy during this level. Grab two clues just before entering through the left window of the first pagoda, then step onto the conveyor belt and use Sly's invisibility. The belt takes Sly right past the General Tso and deposits him to the side. Bust open the safe for a couple of clues.



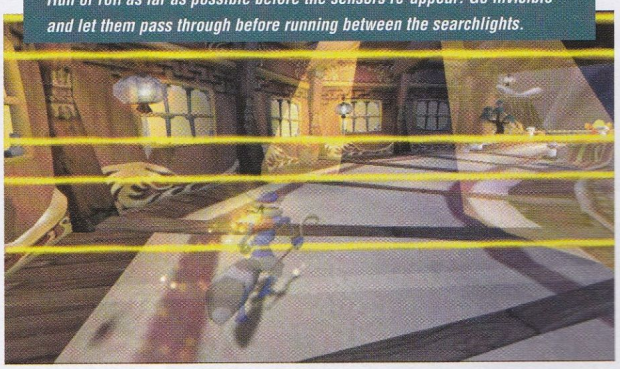


Use Sly's Invisibility to get close to the next enemy and take him down before he knows what hit him.

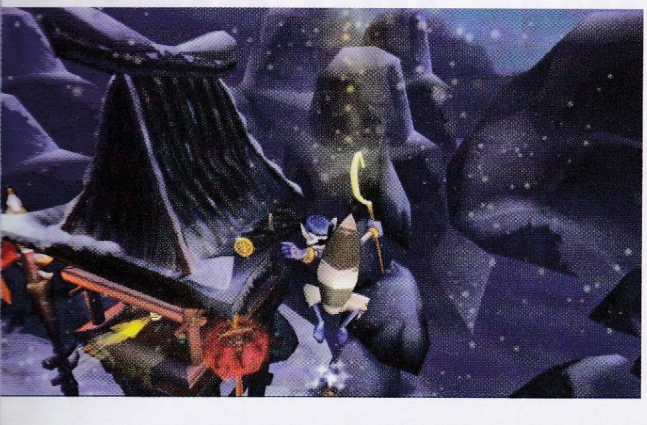
HIGH SECURITY AT THE PAGODAS

Inside the next pagoda, several lasers travel from the top of the pagoda to the bottom along the length of the walkway. At the same time, searchlights scan the floor for intruders. Before stepping up to the walkway, wait for the sensors to disappear and then starting running.

Run or roll as far as possible before the sensors re-appear. Go invisible and let them pass through before running between the searchlights.

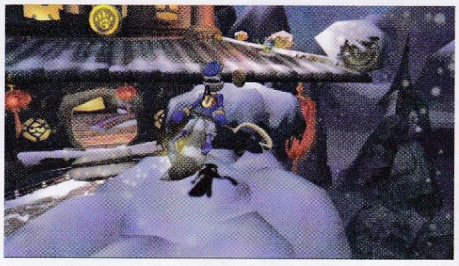


Look out the balcony and locate the two torches between Sly and the tower. Wait for the flame to go out, then spire jump onto the first torch. Continue down to the tower and sneak along the front.



THESE PAGODAS NEED ELEVATORS

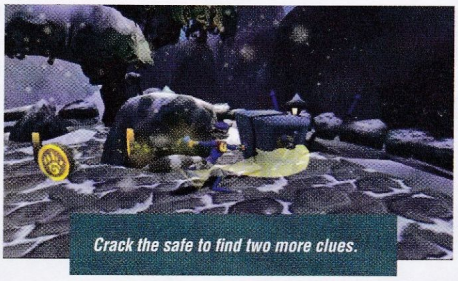
Once on the other side, run to the back and drop through the hole to confront the gorilla. Climb back to the top of the tower and continue across another torch and a couple of trees to the pagoda eave.



Climb inside where a General Tso watches over a narrow hallway. When his light moves, run down the opposite side as far as possible and then go invisible. Take him out when the time is right and then enter the room on the right. Collect the two clues, then go inside a room on the other side of the hall with three more clues. At the other side of this floor, hop onto the wire and slide down to the base of another pagoda.



FANCY MOVES



Crack the safe to find two more clues.

Dash down the walkway and prepare to fight a Kung Pao. Let him do his fancy acrobatics first, then whack him. Chow Mei attacks next. Finish off the last of this trio before smashing the safe for two clues.

Use the rock next to the pagoda to access the trees and continue up to the eave. Knock out Chow Mei as you run around to the other side, then bypass the pole and peek around the corner. Using Sly's Invisibility, sneak past the General Tso and pick up more clues.

ALTERNATE TAKE DOWN

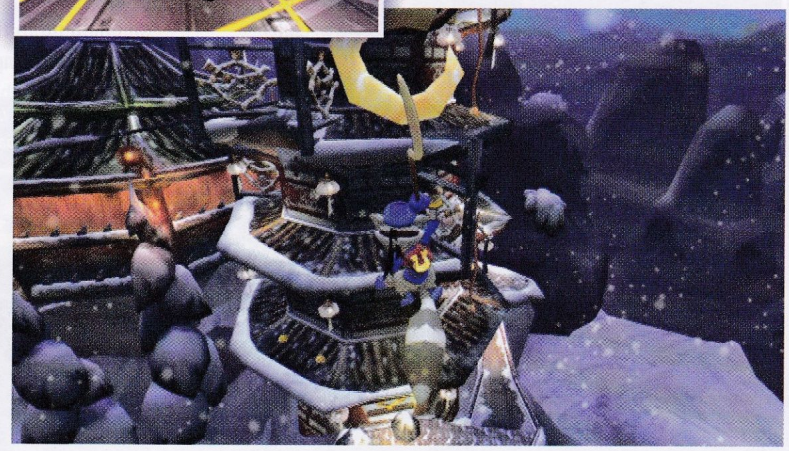
If you haven't received the Invisibility upgrade, don't worry. It's possible to defeat this General Tso from an opening in the eave above.

Return to the pole and climb to the next eave. Sneak along the blue sparkles and climb another pole before rail walking across another wire. Duck through the window to discover a floor of moving sensors.

WATCH YOUR STEP

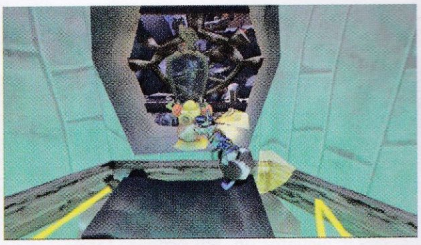


Don't worry about the hanging bottles at the moment; instead, jump along the middle of the floor and aim for the big openings. Once on the other side, break the siren and gather all of the clues.



Glance out the window on the left and wait for a hook to move into position, then latch on and ride it to the other pagoda. Drop onto the eave and continue around to the next set of clues. Return to the pole and climb to the next level.





Another Chow Mei tries to block Sly's progress. Eliminate her and run past the doorway to another pole. Take it to the top of the pagoda where the vault is located. Unfortunately, one clue bottle is still outstanding. Use the trampoline to reach it and enter 6-6-7 into the vault to learn another technique.

Return to the doorway that you passed up earlier and go inside. Reminiscent of the beginning of the game, there are several laser sensors that make passage very difficult. Continue down several levels to find the siren and key. Take it to return to "Inside the Stronghold."

Master Thief Sprint Time: 2:25

Fire in the Sky

THE KING OF THE HILL

0 Total # of Clues

BLASTING STATION CONTROLS

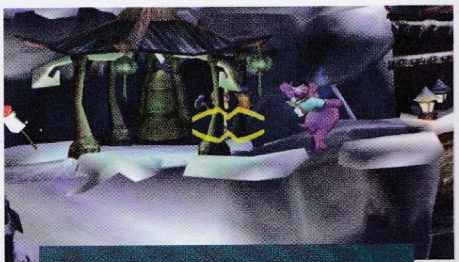
Use the left analog stick to aim and press ▢ or ✕ to fire.

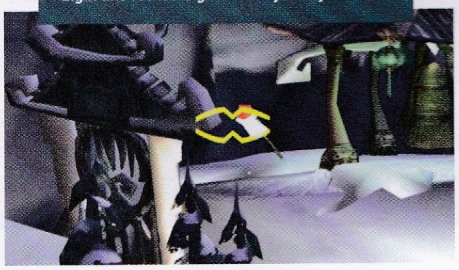
PROTECTING THE MUSCLE

Murray's ready to run for another key and once again it's up to Sly to protect him. There are no checkpoints so if Murray gets hit, you must start over from the beginning. Keep the aiming reticule around Murray until the next enemy appears. The following map shows all the locations of the enemy encounters.



As Murray starts up the hill, set the cursor to the right of the building straight above. Take out the Moo Goo that appears and then another one on the left side. Next, move down past the bridge, where a chimp is hiding behind the bell.





Light this rocket to give Murray a way across.

AN AMBUSH



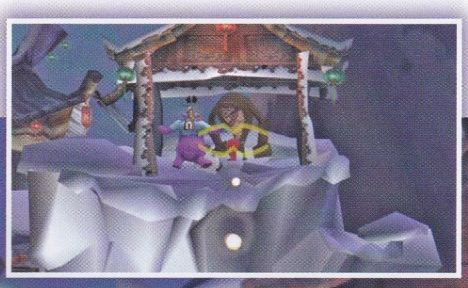
Watch out when Murray passes the trees, as an enemy ambushes from behind. Plus, three Moo Goos attack around the next structure. Ride the elevator up, but prepare for a chimp attack upon exiting.





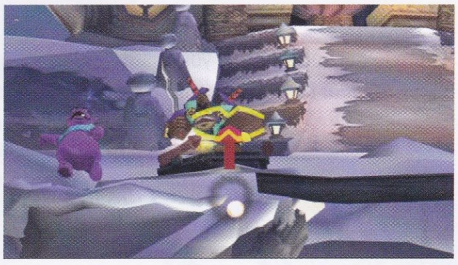
Wait for this foe to emerge from behind a snow bank.

There's time to set up for the next shot as Murray rides a series of elevators to the top level. Put the cursor on the structure in the upper-right corner and wait for it to open. Take down the enemy and hit the fireworks to knock down the flag pole.

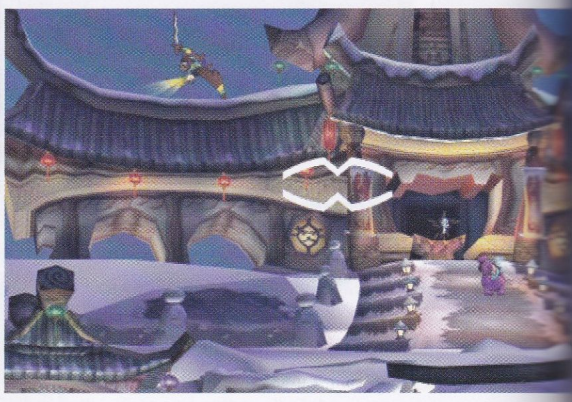


FROM ALL SIDES

Just after he crosses the flag pole, a General Tso appears behind Murray. Give him a blast before immediately focusing the reticule on the small structure down the ramp. Two Moo Goos appear; take them both down and continue to the key.



As Murray approaches the key, the camera zooms out to show the entire top structure. At this point, a General Tso appears on the roof or below on the main floor. Actually, he can appear in six different spots, so there's a lot of territory to cover. Lastly, eliminate the gorillas and Murray will grab the key.





Fire in the Sky
FLAMING TEMPLE OF FLAME

25 Total # of Clues

CLUE BOTTLE COMPANION

After the first signal repeater, walk down the ramp and grab the Lucky Horseshoe. Locate the blue sparkles to the left; sneak along this narrow ledge to find two clues.



Run up the ramp into the temple and take an immediate left. A hidden safe is located behind the pillar.



After exiting the temple, drop off the platform to the left onto an elevator. Leap and grab the two clues before taking the elevator back to the signal repeater.

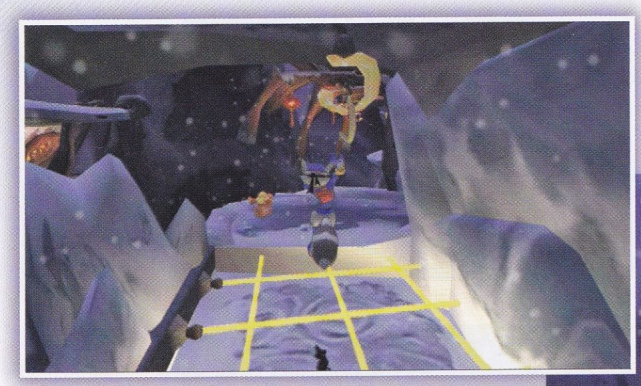


Smash the safe next to the elevator, then ride it to the roof. Traverse the snowy platforms and ride the next elevator up. Turn around to find three clues.



ENTERING THE TRAINING GROUNDS

The gang stumbles onto the Panda King's training ground for new troops, so stay on your toes. Take down the Kung Pao that stands between Sly and the temple. Climb the pole, leap over to the lights, and slide down to the cliff below.



A Kung Pao tries to keep Sly out, so dodge his attack and whack him. Use the hooks to bypass the security floor and destroy the siren. At the next series of hooks, run down the ramp and grab the clues before swinging to the first signal repeater.

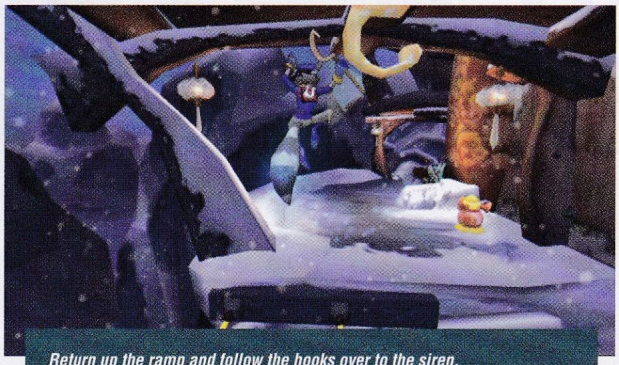




Use the trampoline to reach the next level and dispose of the General Tso before he can turn around. A thin ledge is guarded by three sets of lasers; sneak past each one and turn the corner to find more hooks.

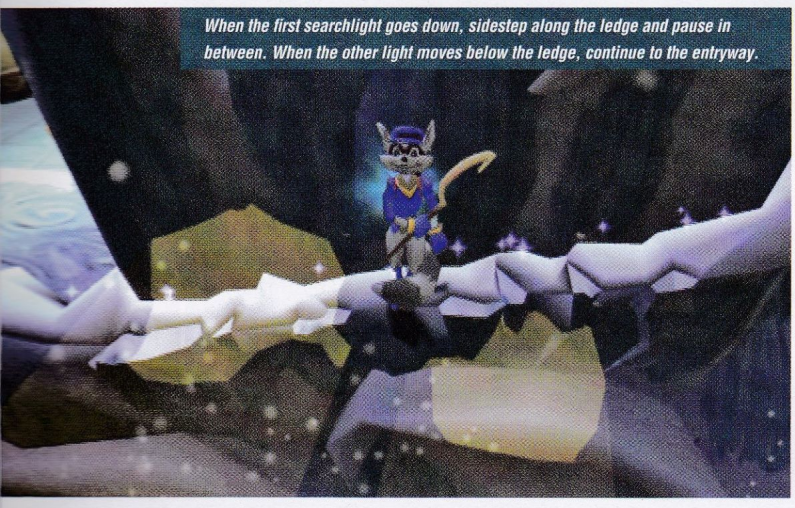
HIDDEN CLUES

Two sensors move back and forth on the left side, but they don't interfere with the ramp. Take it down and grab the Lucky Horseshoe, then sneak around the left side of the cliff for two hidden clues.



Return up the ramp and follow the hooks over to the siren.

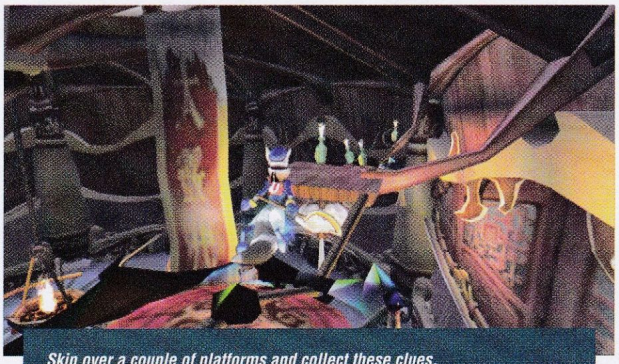
When the General Tso walks the other way, break the siren and quickly duck behind the wall. Wait for him to return and then slice him up. Get the two clues around the corner before following the path to the next checkpoint. Defeat Chow Mei before she can unveil her martial arts skills and then sneak along the narrow path around the corner.



When the first searchlight goes down, sidestep along the ledge and pause in between. When the other light moves below the ledge, continue to the entryway.



Sneak around to the back side of the gong and grab the clues sitting on a balcony. Next, climb the banner near the gong and destroy the objects that block Sly's progress.



Skip over a couple of platforms and collect these clues.

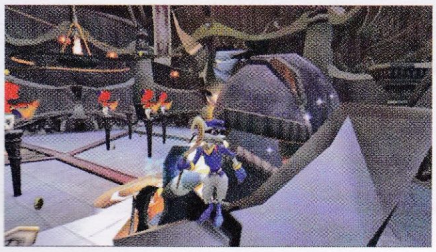
Return to the gong, climb the banner, and leap over to the other vase. Clear the way to the cable and slide down to the next signal repeater. Drop down and get the two clues before returning to this balcony. Rail slide down the lights until Sly gets over the General Tso.



Drop down from above, then follow the coins to the left.

TRAINEES ON DISPLAY

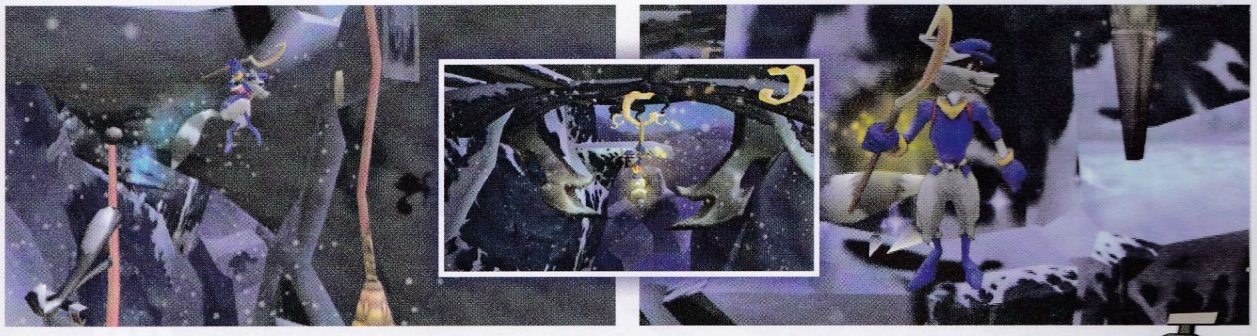
Wipe out the siren and put the Chow Mei enemy out of her misery. Once inside the temple, turn to the left and grab the clues hidden behind the pillar. Step onto the lower part of the fire pit and sneak around to the back side. Jump from the head to the chandelier and then cross to the gong on the far side.



FIREWORKS-POWERED ELEVATORS

At the ornate railing, sneak around the outside until Sly gets behind General Tso. Gather the clues behind him and break open the safe for a couple more. Step onto the elevator and hit a firework to ride it to the eave above.

Bound across the snowy ledges on the right side of the eave and ride another elevator up to find more clues. Return to the eave and climb the poles to the next ledge. Carefully traverse the series of hooks to a cliff in the distance. Sneak around the blue sparkles and climb the poles to a reach another structure; this one is protected by laser security.



Make a beeline straight to the siren and break it. Next, access the vault inside the structure and enter 9-3-2 as the combination, then grab the key at the end of the path.

Master Thief Sprint Time: 2:15

Fire in the Sky

INSIDE THE STRONGHOLD–AGAIN

0 Total # of Clues

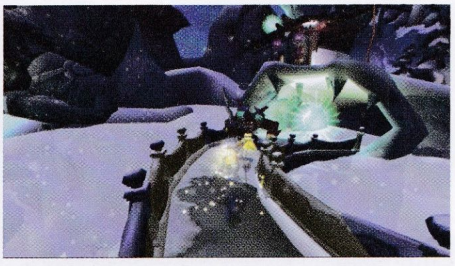


BACK IN THE STRONGHOLD

Step on the platform in front of the fireworks to use the keys on the padlocks, then hit the fireworks to send them flying in the air. They burst through the ceiling hatch, providing Sly a path to the rest of the stronghold. Gather the bounty of gold coins from the destruction and drop into the hole.

Enter the door to find another stash of fireworks. These will take Sly to the top of the big statue with all seven keys. Three more holographic markers are available for your conquering.

DESPERATE RACE



Follow the path straight ahead, but use Sly's invisibility before entering the gorilla's light. Take him out to gain access to the holographic marker. If you still don't possess the Invisibility upgrade, simply drop down on him from above.

DUEL BY THE DRAGON

Run down the path and turn left at the walkway. Drop off the side just before reaching the General's light and climb the pole. Eliminate the Kung Pao to enter this level.

RAPID FIRE ASSAULT

From the previous level, hop down and get on the pulley elevator. Jump off at the top and ride the swamp skiff.



Fire in the Sky

A DESPERATE RACE

0 Total # of Clues

MURRAY IS AT IT AGAIN!

Murray gets wrapped up in another race. The goal is to defeat your fellow competitors in a 3-lap race to win a treasure key. As in the previous race, grab as many nitro power-ups as possible and stay to the inside of the turns.



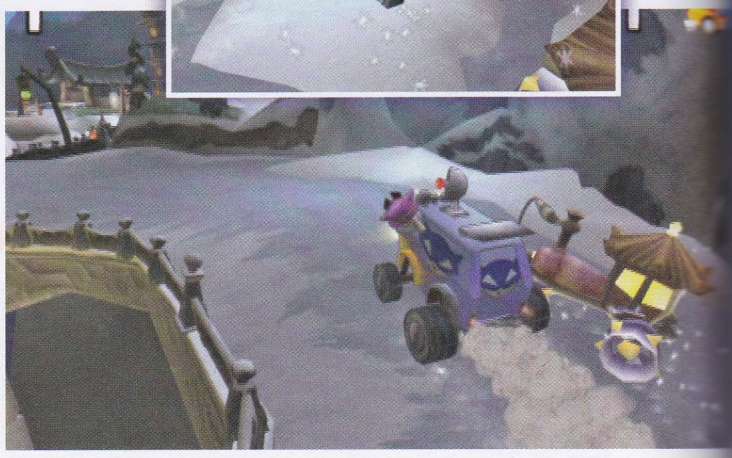
VAN CONTROLS

Steer with the left analog stick and press ■ to use any nitro power-ups that you have picked up.

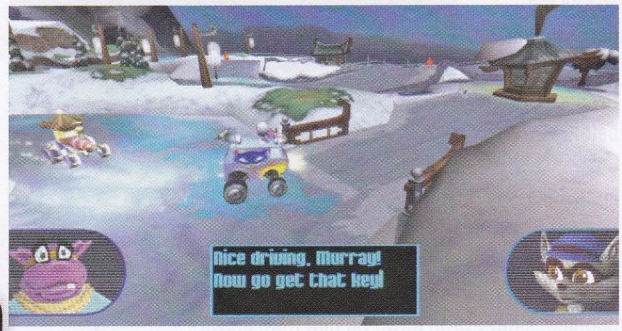


Avoid using a nitro power-up when entering a tight turn or when another vehicle is directly in front of Murray's vehicle. Instead, save them for the straightaways for the best result. Parts of the track can be slick, but it shouldn't affect the vehicle's handling too much.





Work your way to the front and then block the other drivers to stay in the lead. Cross the finish line in first place after three laps and Murray can drive over to get the key.



Fire in the Sky

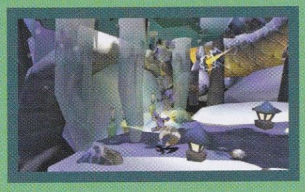
DUEL BY THE DRAGON

40 Total # of Clues



CLUE BOTTLE COMPANION

Several clues require that you go off the beaten path a ways, such as the three bottles behind the icicles.



ANOTHER RUN-IN WITH THE POLICE

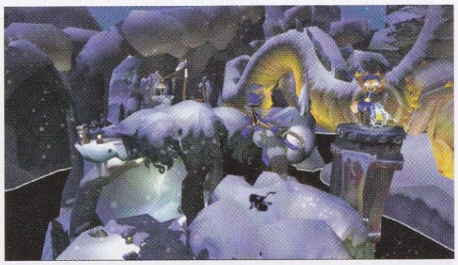
Grab the two clues, ride the elevator up to the nearby roof and take out the Kung Pao. Continue up two more elevators to find Sly's love interest. Carmelita has tracked Sly down again and, as usual, she doesn't want any of his "stealing from the bad guys" nonsense.

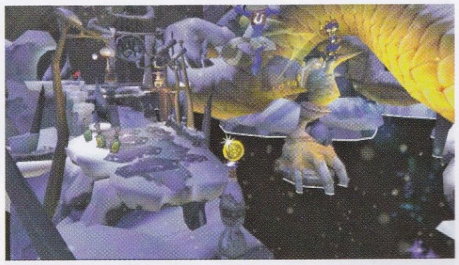
Latch onto the ring and slide down to the rocky area below. Stay on the move while snagging the clues, then drop to the left of the trees where three bottles are located behind the icicles.





Return to the trees and enter the next area. An icy bridge provides a path ahead until Carmelita tears it down. Now Sly must use his spire jump to maneuver across the torches.

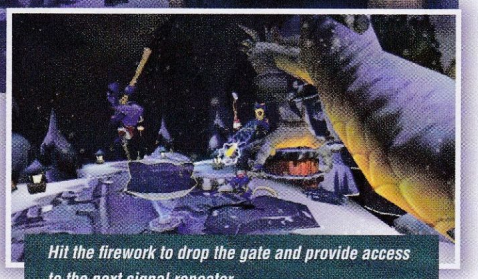




GATHERING CLUES

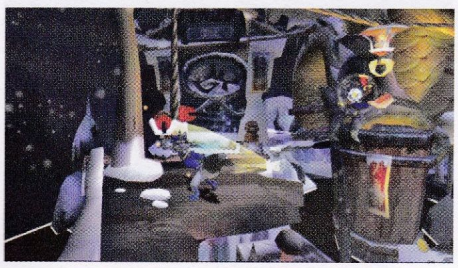
Gather the clues and drop into the snow below; free the bottles from the safe and locate two more on the other side of the steps. If Carmelita hasn't taken out too many steps, run up them to a ledge with three clues; otherwise, use the hook to arrive at the wood platform.

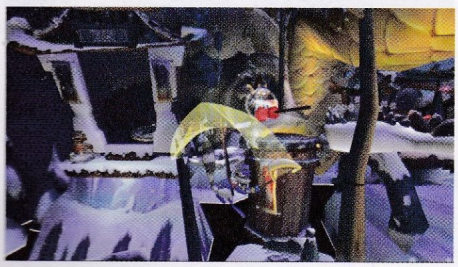




Hit the firework to drop the gate and provide access to the next signal repeater.

Continue over the trees to find six more clues on the next two platforms. Climb the pole to the platform above and hit the fireworks to cause the inside of the gate to fall. Swing on the ring and hit another firework hanging on the other side to make the rest of the gate fall.

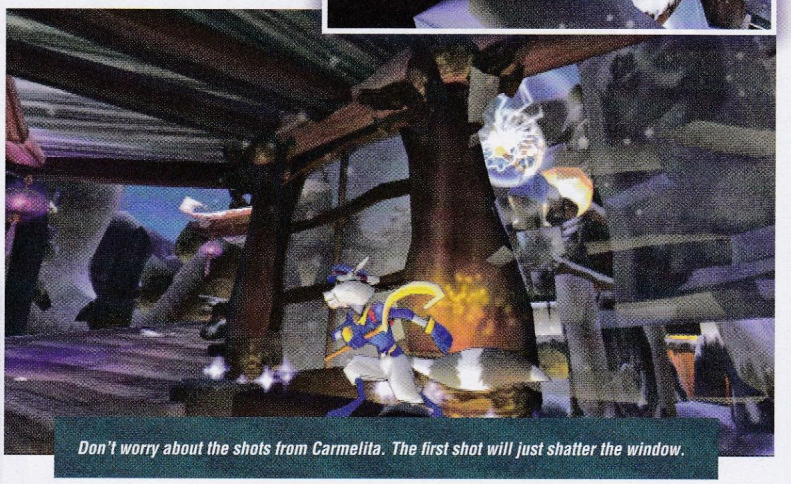




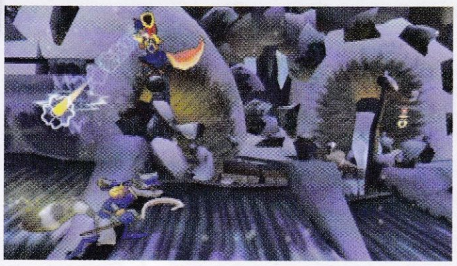
SNEAKING PAST THE WINDOWS

Go to the small red platform and drop to the ledge below. Get the four clues on the left and the others on the wooden ramp. Next, sneak past a series of windows while avoiding shots from Carmelita.





Don't worry about the shots from Carmelita. The first shot will just shatter the window.



Gather all seven clues in the next area; four from safes and three near a puddle. Take the next elevator up to the eaves and stay on the move as Carmelita is still gunning for Sly.

YOU TOOK THE STEP RIGHT OUT FROM UNDER ME

Leap across a couple of platforms past another signal repeater and snag the remaining clues. Hit the fireworks to knock down some large icicles, which creates ice steps for Sly. Use the steps to reach the vault.



Leap across these platforms to reach the vault.

ICE STEPS

Beware if Carmelita takes out the steps in front of Sly. Watch where she is aiming and hesitate if it seems like she is about to destroy the next step. Wait until another one replaces it before proceeding.





Unfortunately, Bentley can't decipher the combination for this vault until Sly meets—and defeats—the bird who created it.

Strike the fireworks to clear the way above, then climb the rocky structure. Run out to the end of the dragon's tail and hit the rest of the fireworks to cause the dragon head and Carmelita to fall. The key lands right in front of Sly, so grab it to complete the level.

Master Thief Sprint Time: 2:42

Fire in the Sky
RAPID FIRE ASSAULT

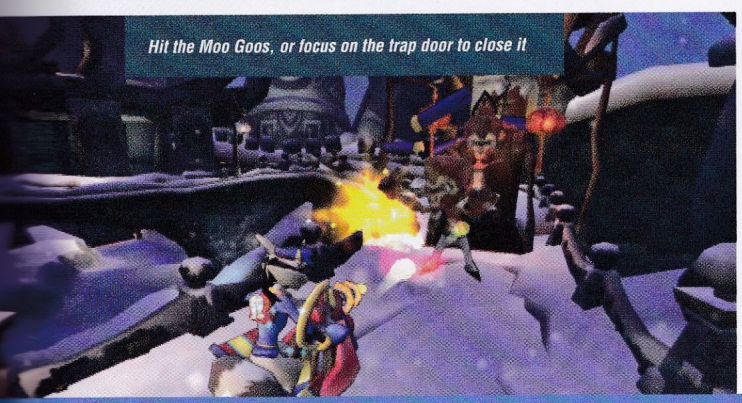
0 Total # of Clues

TAKE THE SWAMP SKIFF FOR A SPIN

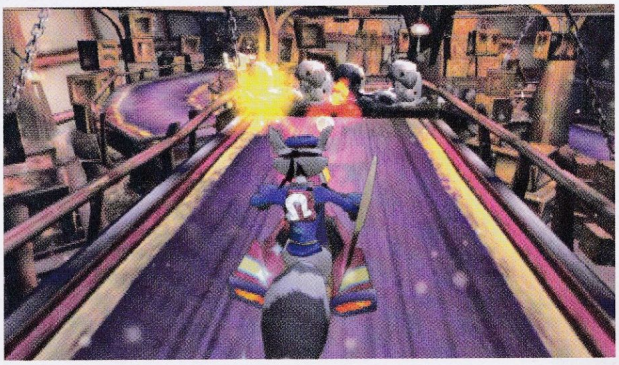
Get behind the wheel of the swamp skiff and prepare for a ride deep inside the Panda King's stronghold. Knock down the security doors to get things started. A barrier blocks the path, so wipe it out using the vehicle's fire power.

CLOSE THOSE TRAP DOORS

Around the bend is a trap door with a slew of Moo Goos flooding out. Just like the ghost generators from "Vicious Voodoo," line up your shot and take them out. A few shots focused on the trap door will cause it to shut tight.



Hit the Moo Goos, or focus on the trap door to close it



Pass through another barrier before busting through the next security doors. Inside the fireworks warehouse, the path is comprised of conveyor belts running in the opposite direction. Keep moving forward to avoid losing any ground. Dismantle the barrier and drop down to the left.

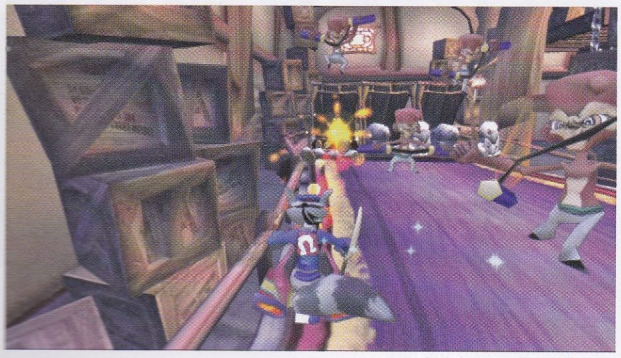
SHORTCUT THROUGH THE WAREHOUSE

There's a Moo Goo trap door on a wood platform at the end of the conveyor belt. Go through the barrier and drop to another path below. Now there are two trap doors blocking Sly's way.



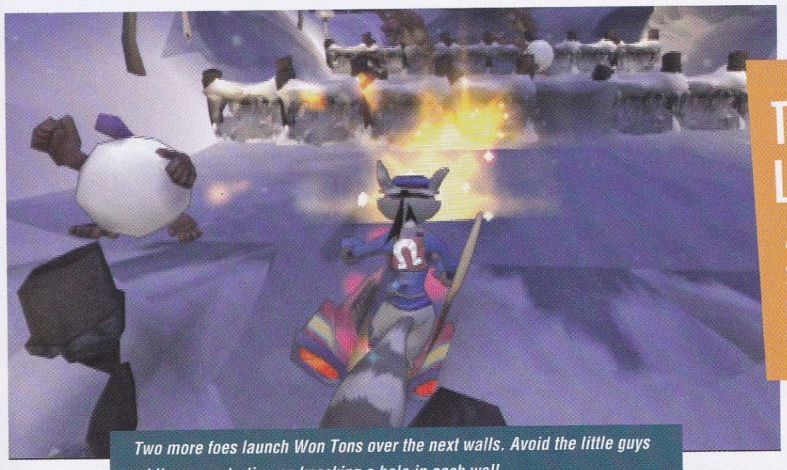
At the two trap doors, zigzag back and forth while shooting. Eventually, one trap door will close, making it easier to deal with the other door.

Drop down to an even wider conveyor belt to find three Moo Goo generators. When Sly gets close enough, concentrate your fire on one of the side trap doors until you are forced backward. Continue until all three are closed and then burst through the warehouse doors to get back outside.



WON TONS, ANYONE?

Just after the signal repeater, knock down the ice wall but take note of the sloped back side. Another wall blocks the path ahead, as an Andre launches Won Tons over it. Eliminate the middle section while avoiding the Won Tons until Sly has a clear shot at Andre. Enter the opening and finish him off.



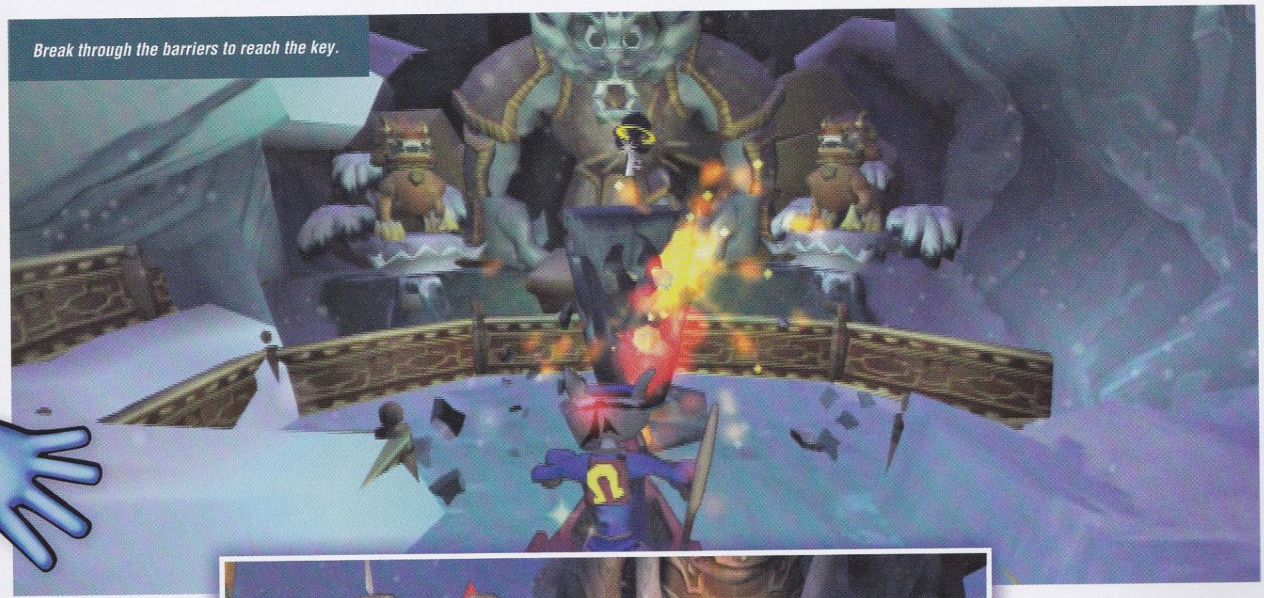
Two more foes launch Won Tons over the next walls. Avoid the little guys while concentrating on knocking a hole in each wall

THE POOR LITTLE MONKEYS

Avoiding the Won Tons means you can keep your firepower focused on the walls. But sometimes you need to hit these critters to get them out of the way.

TIGHT SPACES

There are two more enemies hiding behind walls in narrow confines. There's not much room to avoid the enemy, so it's best to just shoot the Won Tons. The last enemy encounter is just like the previous one—a couple of Andre enemies launch their little buddies over two ice walls.



Break through the barriers to reach the key.



Use the seven keys on the fireworks. Light them with a swipe of the cane and grab on to hitch a ride to the boss.

Fire in the Sky

FLAME FU!



BOSS PANDA KING

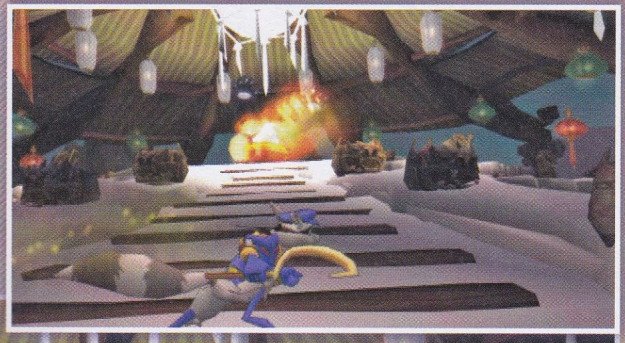
Sly comes face-to-face with the fourth member of the Fiendish Five. Defeat the Panda King to get another section of the Thievius Raccoonus, but it's about more than that. The gang must put an end to the Panda King's avalanche extortion racket, so that other nearby towns don't suffer the same deadly fate.

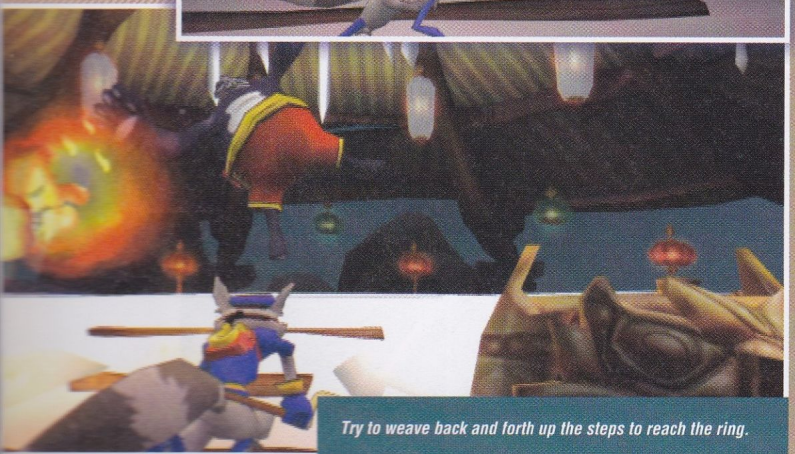
The Panda King immediately starts launching fireballs at Sly. When this happens, take cover behind the various statues, vases, and short ledges. Additionally, Sly can weave back and forth while running up the steps and enter the ring with the panda.

PROJECTILE AND MELEE ATTACKS

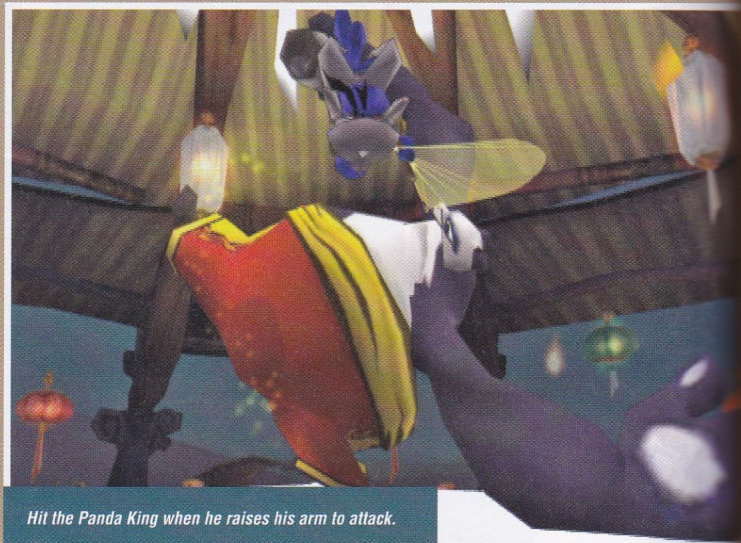
While on the outer steps, the Panda King will continually send fireballs at Sly. Once you step on the stage though, he switches tactics and employs all melee attacks.

After depleting about one-fifth of the Panda King's health, he changes his attacks. This splits the fight up into five distinct stages. During the first stage, he raises his left hand in preparation for an attack. When this occurs, wail on the panda for one second and then jump over his big arm sweep. Continue to do this until he knocks Sly back with his belly to the bottom of the steps.



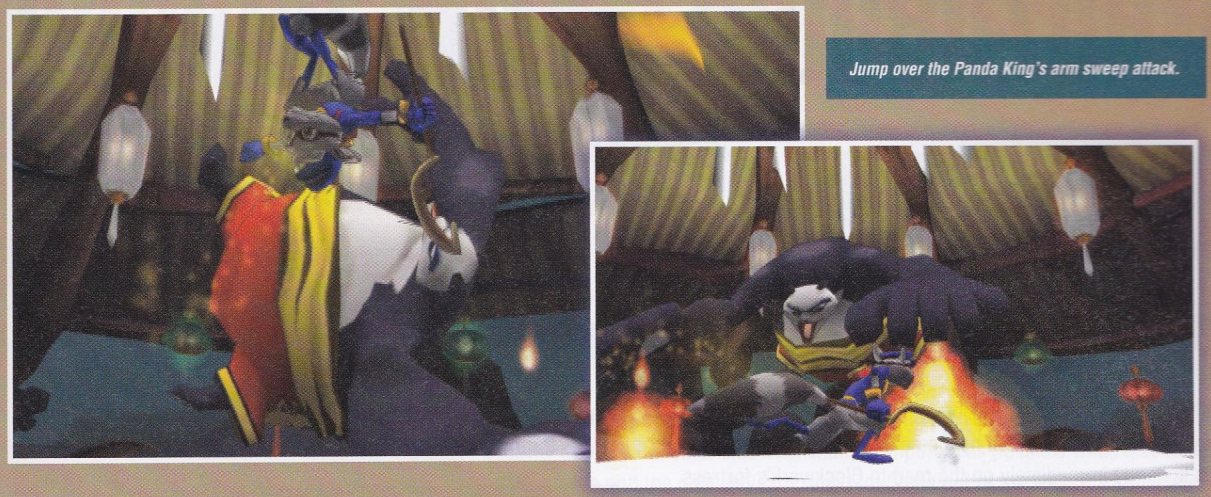


Try to weave back and forth up the steps to reach the ring.



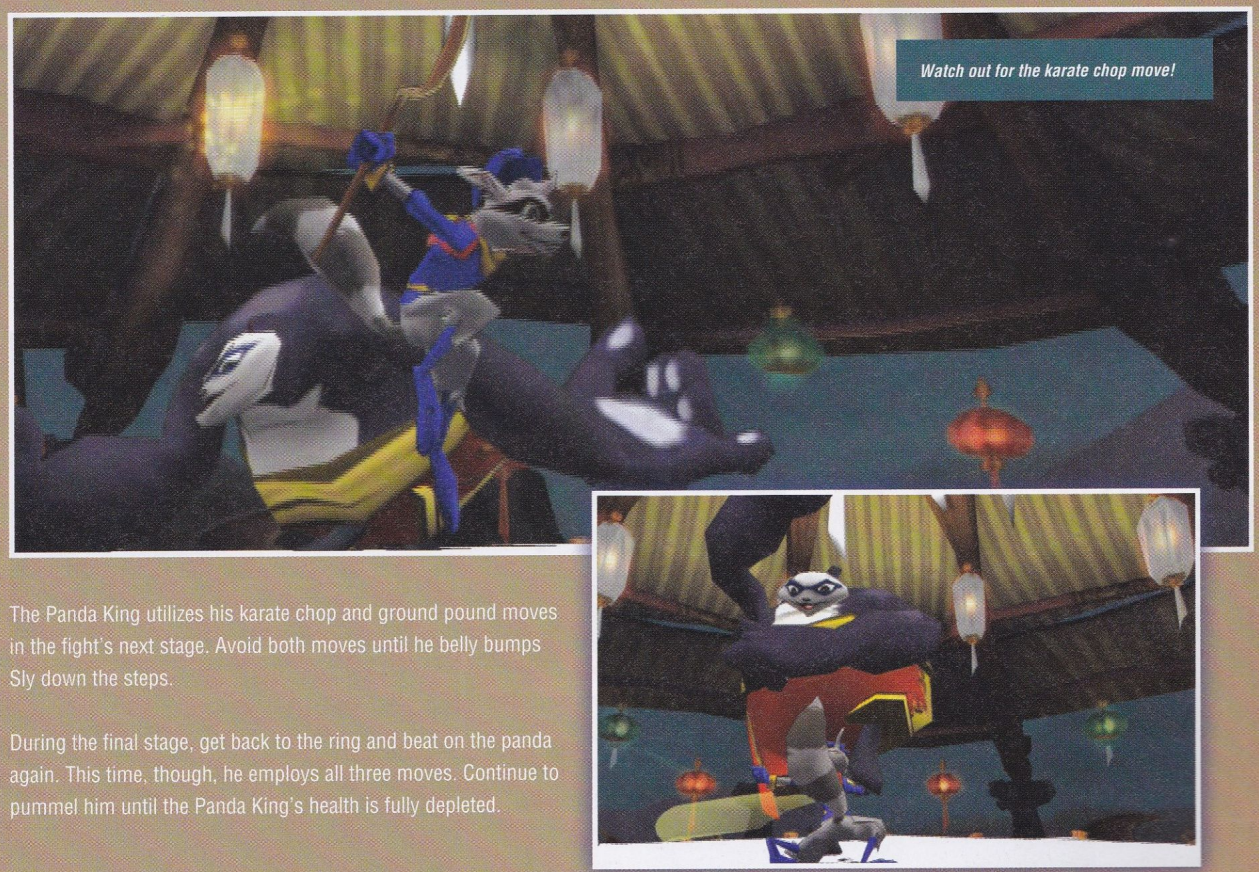
Hit the Panda King when he raises his arm to attack.

Dodge the fireballs again while returning to the ring. This time, the Panda King uses two attacks: the arm sweep and a new ground pound attack. When he raises both arms, move away before he slams the ground with both hands. Hit the panda with Sly's cane while dodging these attacks.



Jump over the Panda King's arm sweep attack.

During the third stage, the panda introduces his karate chop move. Pound on him when he raises his right hand, then run around to the right to avoid his chop.



Watch out for the karate chop move!

The Panda King utilizes his karate chop and ground pound moves in the fight's next stage. Avoid both moves until he belly bumps Sly down the steps.

During the final stage, get back to the ring and beat on the panda again. This time, though, he employs all three moves. Continue to pummel him until the Panda King's health is fully depleted.

The Cold Heart of Hate

A HAZARDOUS PATH

0 Total # of Clues

MINE SWEEPER

With the piece of Thievius Raccoonus from the Panda King, Murray's van received a much needed overhaul. The mounted gun comes in handy immediately on the road to Clockwerk's fortress. Start by knocking the lock off the gate. With Sly at the helm, use the gun to keep the path clear for the van.

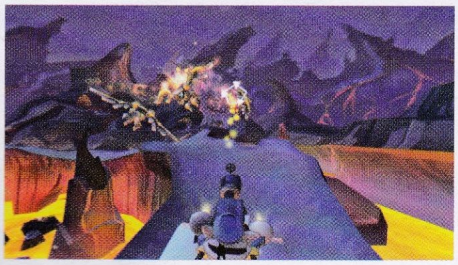




MOUNTED GUN CONTROLS

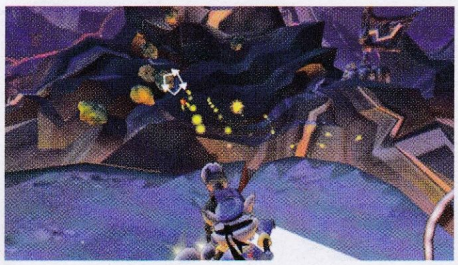
Use the left analog stick to aim the gun and press ◻ to fire.

Eventually, a flock of Robo-Falcons fly into the path of the van. These metal birds will just soar ahead of the van. If one lights up, though, it indicates that it's preparing to dive-bomb. Immediately focus on these guys when that occurs.

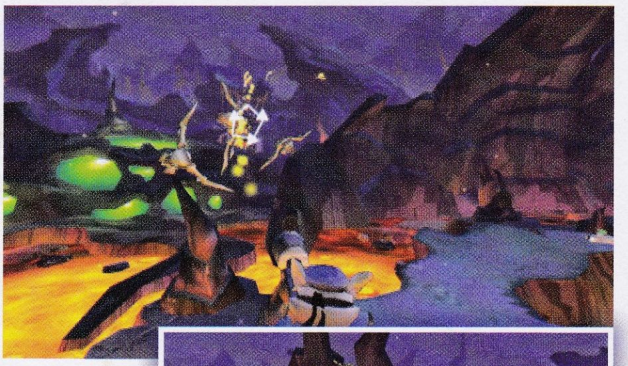


AVALANCHE!

Watch out for the rock avalanche next. Blow the rocks into tiny pieces to prevent them from hitting the van. Remember that not all of them pose a serious threat; eliminate the closest ones first.



As the gang traverses the winding road, more Robo-Falcons will cause havoc. Knock them out of the sky before working on the mines. Eventually, more mines will start falling from the cliffs. When this occurs quickly target the closest land mines and then switch to the falling mines.





After destroying all of the mines, the van is swarmed by more Robo-Falcons. Defeat the birds to reach the end of the level, where Murray manages to knock the mounted gun off the van.

The Cold Heart of Hate
BURNING RUBBER

0 Total # of Clues

ANALYZING DATA



The gang must get past the security door on the other side of the cavern and the only way to do so is to analyze 60 hanging computers. Fortunately, Bentley has a way to hack the computer's connection couplings so that they fall to the ground.

So all Murray needs to do is run over 60 computers. There are 119 total, so that shouldn't be a problem... except that it appears the Fire Slugs also want the computers. Now it's a race to see who can collect 60 computers first!



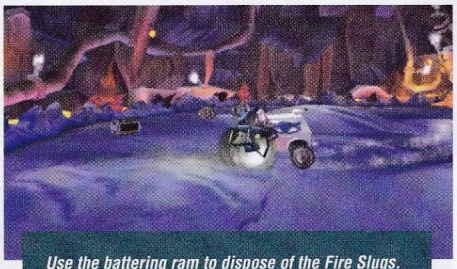
Beat the Fire Slugs to the computers.

VAN CONTROLS

Use the left analog stick to move the van and press ● to use the battering ram. The right analog stick moves the camera left and right.

RAM THE FIRE SLUGS

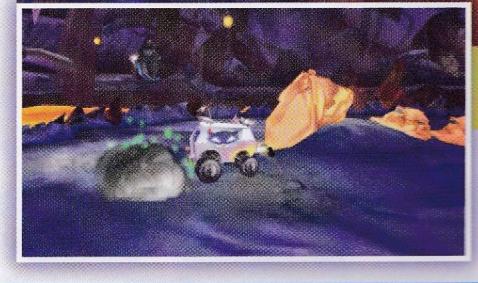
Drive around the rocky terrain and smash as many computers as possible while also knocking any Fire Slugs out of the way. It's important not to let too many of these enemies control the area, so use the battering ram to knock them into the lava whenever the opportunity arises.



Use the battering ram to dispose of the Fire Slugs.

Use the right analog stick to move the camera around. This will provide a better view of the area and make it easier to locate the Fire Slugs. Beat the Fire Slugs to 60 computers to open the security door, then enter the control room to Clockwerk's death ray tower.





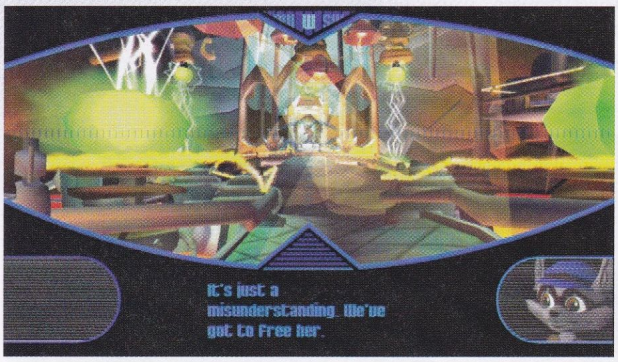
The Cold Heart of Hate

A DARING RESCUE

0 Total # of Clues

DAMSEL IN DISTRESS

Carmelita Fox is being held by Clockwerk and, despite being on opposite sides of the law, Sly is compelled to save her. The security where she is being held is extremely tight. Find a way up to the barrel and sneak past the searchlights.

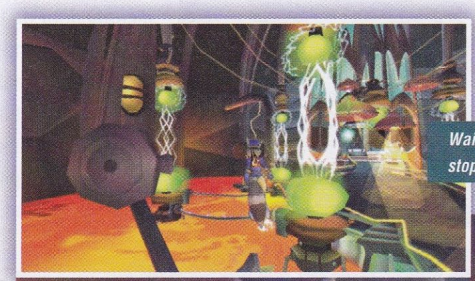


BOOBY-TRAPPED TILES

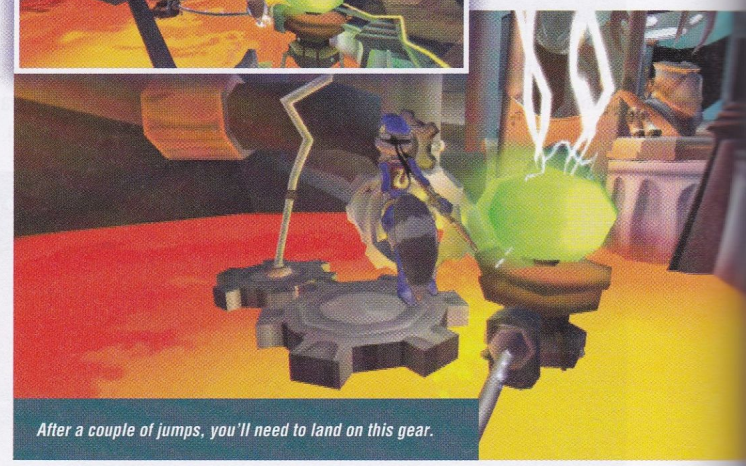
Avoid the tiles ahead until you find the barrel since they are booby-trapped. A lone dart is capable of knocking out Sly, or at least removing one of his horseshoes.



Look for the blue sparkle on the left and wait for the electric current to stop before spire jumping over. Immediately leap onto the next wire and perform a rail slide. Bound across the corner to another wire and then to the gear on the left.



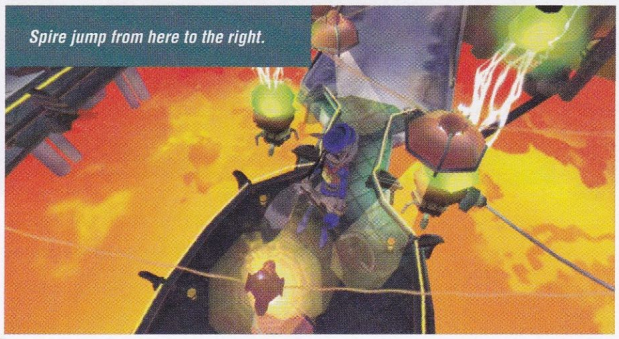
Wait until the current stops before jumping.



After a couple of jumps, you'll need to land on this gear.

GET THE BARRELL

Climb the pole to the top, then swing across the hook and land with a spire jump on top of a light. Spire jump to a light on the right followed by another one on the left. Now it's possible to access the walkway ahead, which creates a ramp to get back down.



Spire jump from here to the right.


Get Sly over to this walkway.

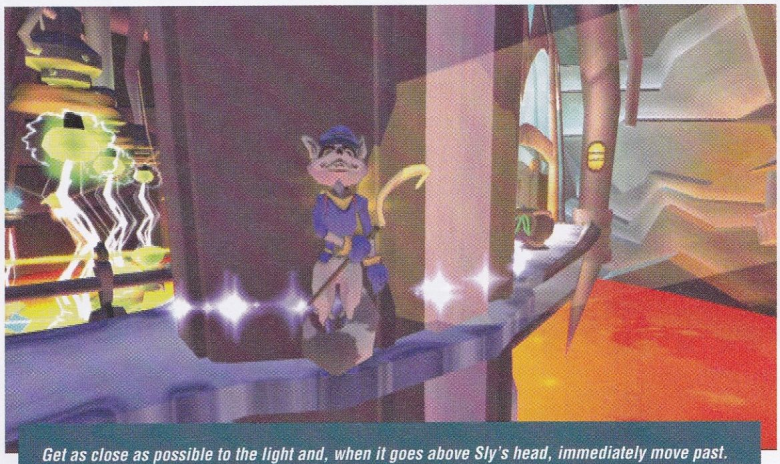
AVOID THE SEARCHLIGHTS

Follow the first light until it starts back the other way. Once it gets past Sly, move ahead and to the right of the second light. Sneak past the middle four lights by moving in small chunks while the lights aren't on Sly.



Avoid more tiles by jumping onto the desk and sneaking around the pillar, but watch out for the searchlight. Destroy the dart gun and hop into the barrel. Return to where you started. Six searchlights cover much of the tiled floor, so dodging all the lights will require short but quick movements.

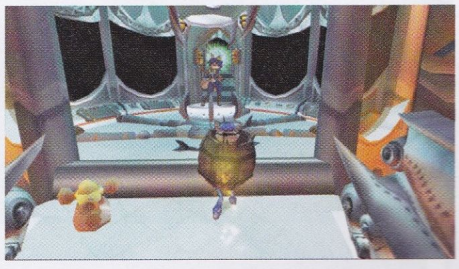



Get as close as possible to the light and, when it goes above Sly's head, immediately move past.

Treat the final light like the first one—follow it until it stops. Let it pass back over Sly, then make a dash for the siren. Exit the barrel and destroy the siren if you want, otherwise jump into the chamber with Carmelita. As expected, it's a trap and a deadly gas is released. At this point, Bentley comes to the rescue by unleasing his hacking skills.

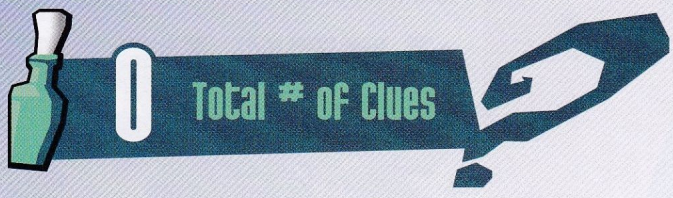




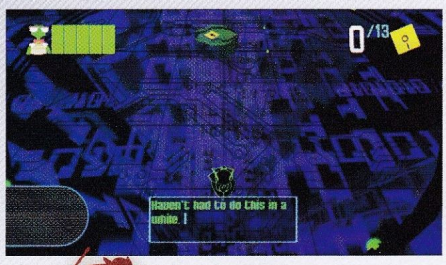


The Cold Heart of Hate

BENTLEY COMES THROUGH



BENTLEY'S HACKING SKILLS

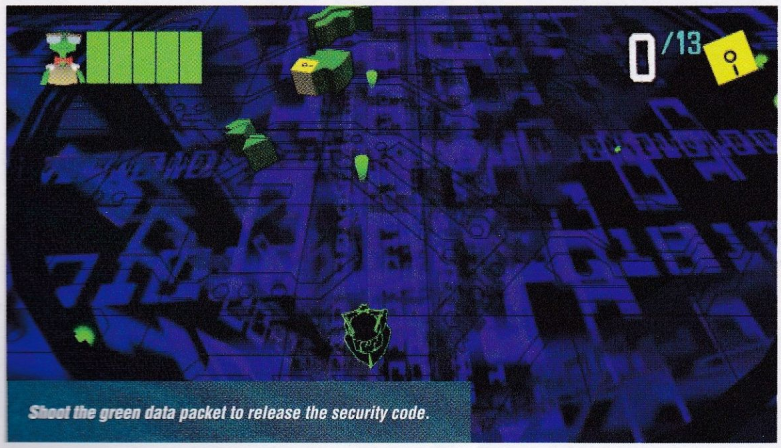


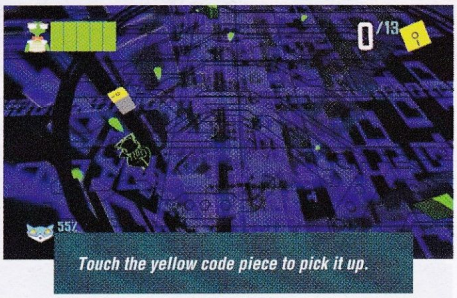
It's up to Bentley to hack into the computer and stop the influx of gas causing damage to Sly. Bentley needs to destroy the green data packets to gain access to the yellow security code. Collect 13 of these codes to save Sly.

HACKING CONTROLS

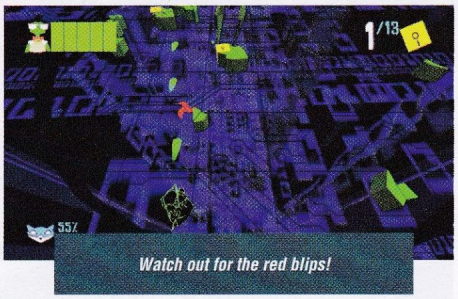
Use the left analog stick to steer and the right analog stick to unleash Bentley's hacker code.

Bentley's health bar, which consists of five bars, appears in the upper-left corner of the screen. He'll lose one bar for every green data packet that is touched. Just shoot at the first packet to release the security code. Avoid the green parts or destroy them and run into the yellow part to receive the code.



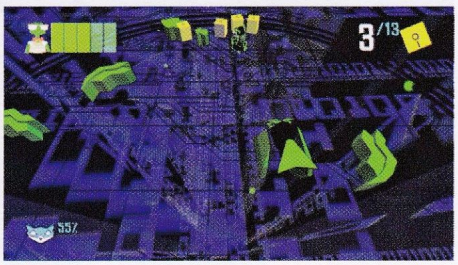


Doing so triggers one of Clockwerk's security algorithms. The algorithm launches red blips at Bentley. If even one hits Bentley, it's game over—or at least the loss of a horseshoe. Try to hit the red blips with the hacker code to keep them from hitting Bentley.



COLLECT THE SECURITY CODES

Collect two security codes while avoiding the green packets and the security algorithm to move onto the third stage. This time, there are four security codes to collect. The final stage has six codes.



FOCUS ON THE RED BLIPS

There is always one security algorithm to contend with while collecting the codes. Remember that it is more important to avoid the red blips than the green data packets, since you can absorb four more hits from them.

It gets quite chaotic in the later stages, so try to break up only one or two green data packets at a time. By taking this approach, it's possible to keep the area more open while collecting the codes. After Bentley gets all 13 security codes, Sly regains his senses inside the chamber. Now it's time to move on to "Temporary Truce."



It's much easier to maneuver around with less clutter.

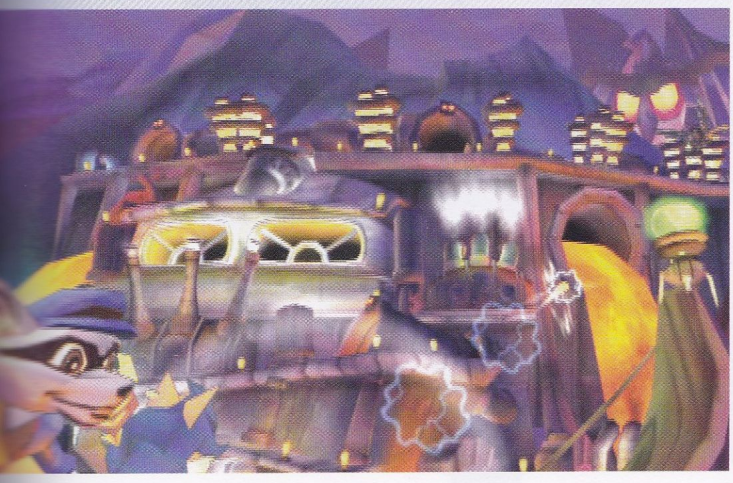


The Cold Heart of Hate

A TEMPORARY TRUCE

0 Total # of Clues

WORKING TOGETHER AT LONG LAST



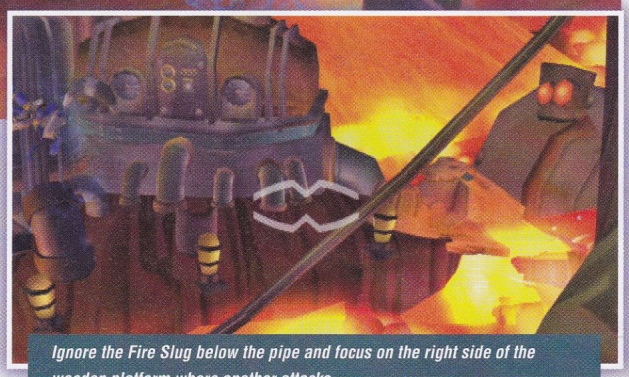
Sly and Carmelita decide to call a temporary truce and combine forces to fight Clockwerk. Suddenly, a Robo-Falcon emerges from out of nowhere and snatches Sly's cane. Carmelita manages to shoot it down, but the cane lands part way up the Death Ray. With no way to defend himself, Carmelita is forced to protect Sly as he attempts to retrieve his cane.

CARMELITA CONTROLS

Use the left analog stick to aim Carmelita's gun and press ▣ to fire.

It takes three shots to eliminate the Fire Slugs that inhabit this place. Right from the start, one attacks from behind. Shoot it as Sly jumps across a pipe. Always be on the lookout for enemies.



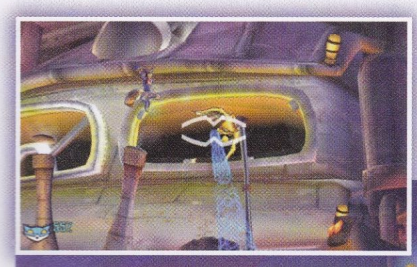


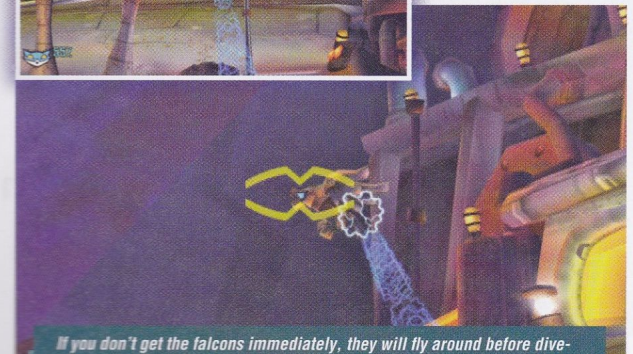
Ignore the Fire Slug below the pipe and focus on the right side of the wooden platform where another attacks.

Next, focus on the tunnel at the end of the ramp. Dispose of the emerging Fire Slug before it gets Sly and don't lose sight of the slug that surfaces from a tunnel at the end of the next ramp.

KNOCK DOWN THE ROBO-FALCONS

While Sly climbs up to a pole, move the reticule to the middle of the right window and prepare for the arrival of a Robo-Falcon. Quickly take it down and then focus on the middle of the left window and the emergence of another flying foe.

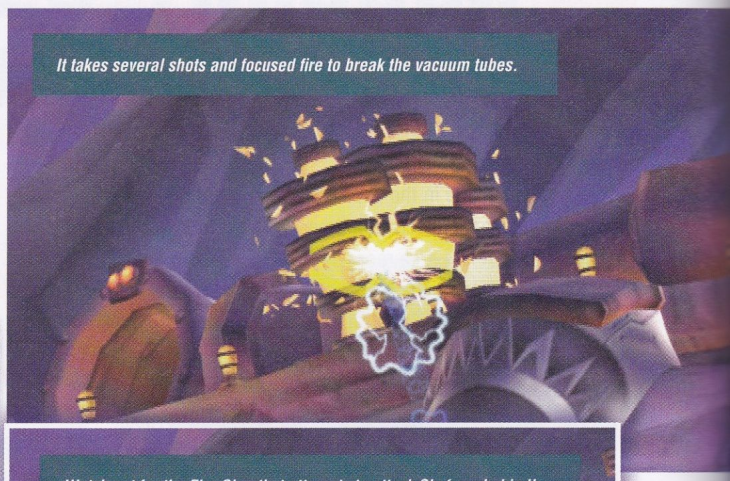




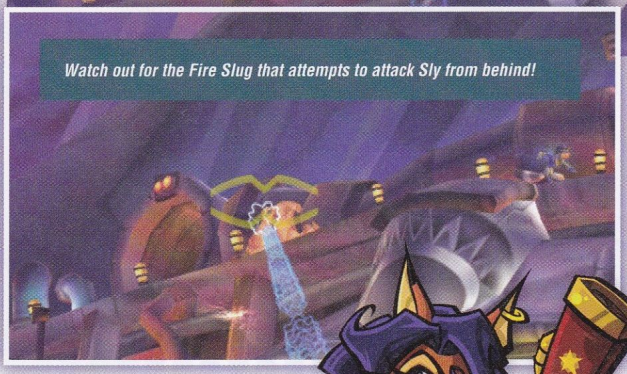
If you don't get the falcons immediately, they will fly around before dive-bombing Sly—giving Carmelita time to hit her targets.

VACUUM TUBES & FIRE SLUGS

As Sly makes his way to the top walkway, destroy the electric vacuum tubes that block the way. It will take approximately six shots to do so.



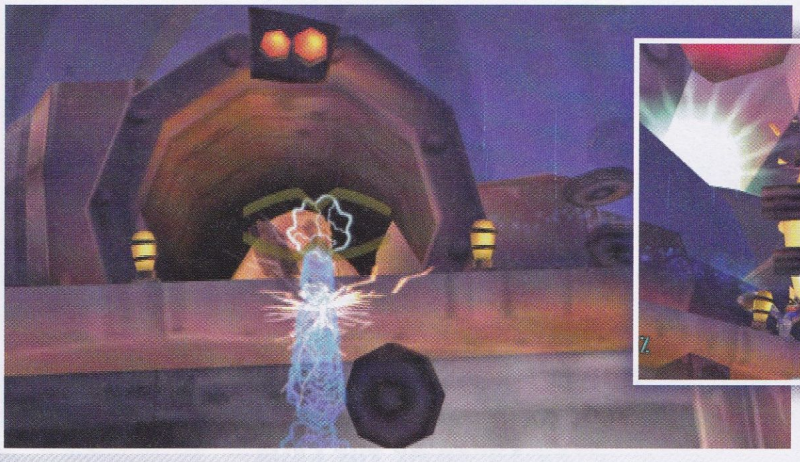
It takes several shots and focused fire to break the vacuum tubes.



Watch out for the Fire Slug that attempts to attack Sly from behind!



Repeat this with the next set of tubes. After demolishing the third tubes, another Fire Slug emerges from the nearby tunnel. Two more sets of tubes block the path before reaching the cane, where Sly proceeds to "Sinking Peril."





The Cold Heart of Hate

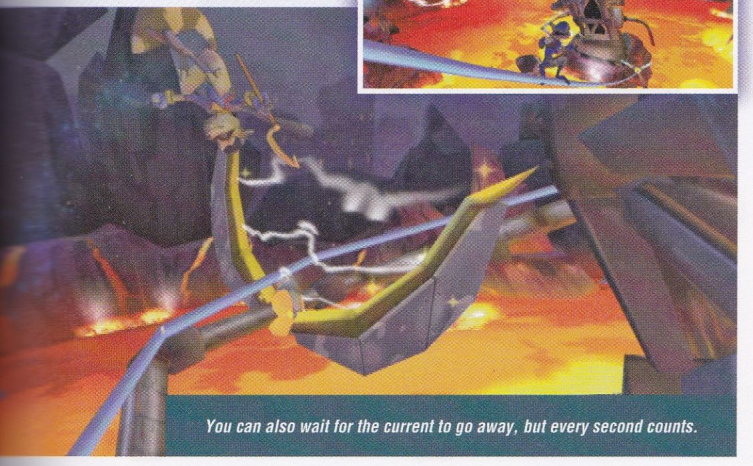
SINKING PERIL

0 Total # of Clues

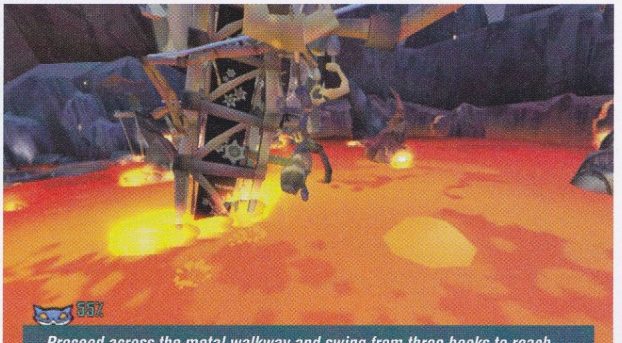
KEEP CLIMBING!

A jetpack dropped off by Carmelita sits atop the Death Ray. The entire contraption is about to fall apart, so Sly must scurry across the machinery to retrieve it. Immediately start running up the cable and double jump over the electric force field and past a couple of obstacles.





You can also wait for the current to go away, but every second counts.



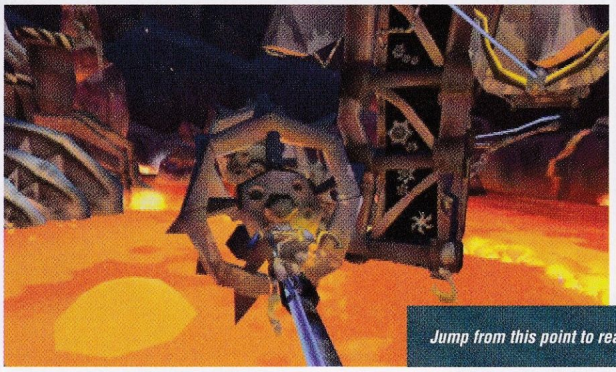
Proceed across the metal walkway and swing from three hooks to reach another platform.

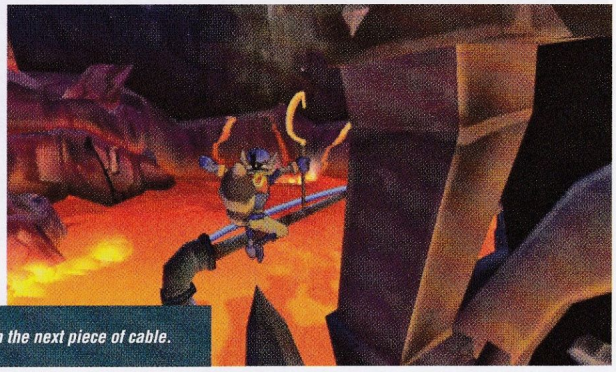
RISING LAVA

The Death Ray is continually sinking into the lava, so you must be quick with your jumps to make it through unscathed.

NO TIME TO WASTE

Run up the cable, double jump another electric field, and take out the gears blocking Sly's path. Spire jump onto a point of the rotating gear and immediately continue over to more cabling.

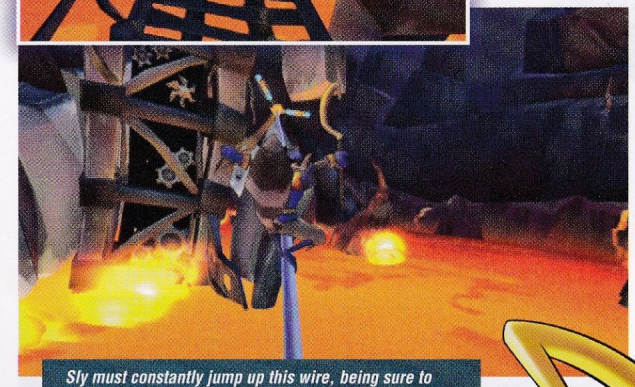




Jump from this point to reach the next piece of cable.

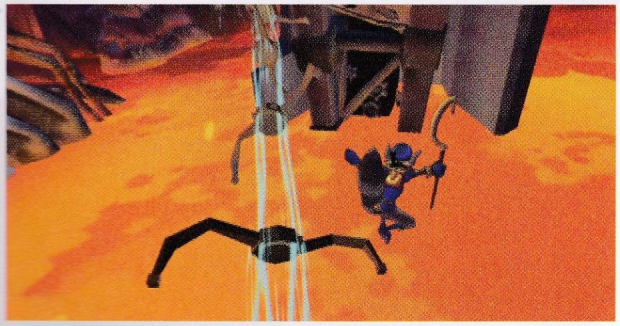
After a short walkway, jump over the electric current (or wait for it to stop) and continue up the wire. Next, another platform falls to create a path to some conduit.





Sly must constantly jump up this wire, being sure to land back on the wire after each hop.

Climb the conduit to the electric current; wait for it to cease before proceeding to the next platform. Five blades rotate around an electric current, but each blade has a spire jump point. Quickly leap across all of them to reach the next conduit.



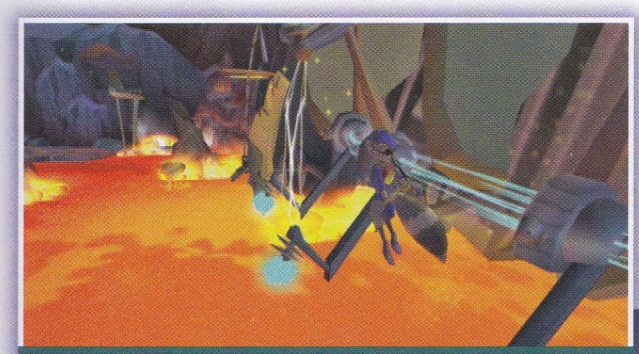
STAY AHEAD OF THE LAVA

Trek over a short walkway to find four points with electricity passing between them. Wait for the current to move past the first one and spire jump over to it.

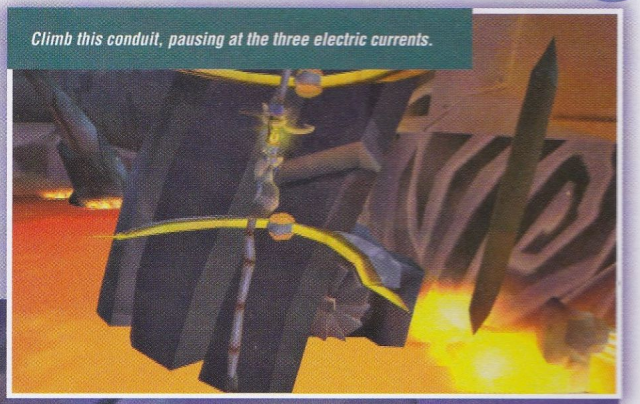


If the blades are partially in the lava, anticipate when one of the points will appear before jumping.

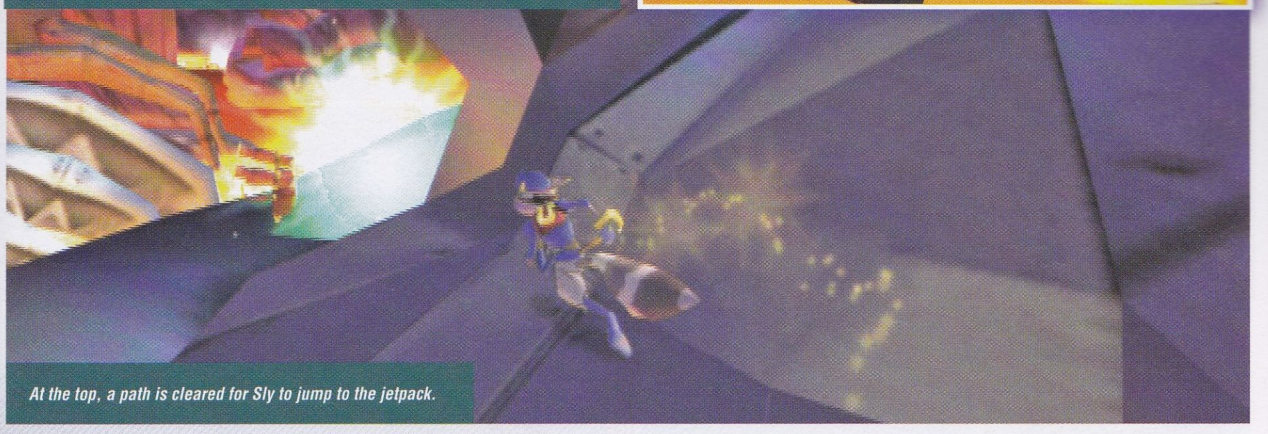




Quickly spire jump across the other three and land on the subsequent platform.



Climb this conduit, pausing at the three electric currents.



At the top, a path is cleared for Sly to jump to the jetpack.

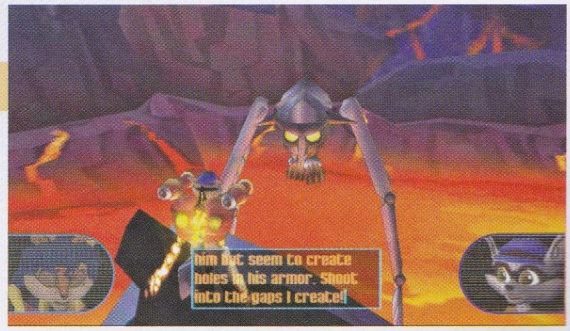
The Cold Heart of Hate

A STRANGE REUNION

0 Total # of Clues

THE COOPER CLAN'S ARCH NEMESIS

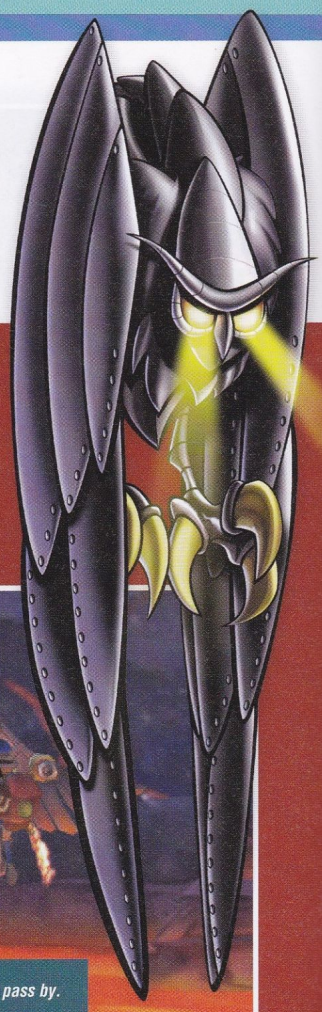
Using the jetpack, Sly meets the Cooper clan's arch-nemesis, Clockwerk—the founder of the Fiendish Five. Carmelita informs Sly that her missiles don't appear to inflict damage to Clockwerk, but they can punch holes in his armor. Shoot into these gaps to take down the metal owl.



JETPACK CONTROLS

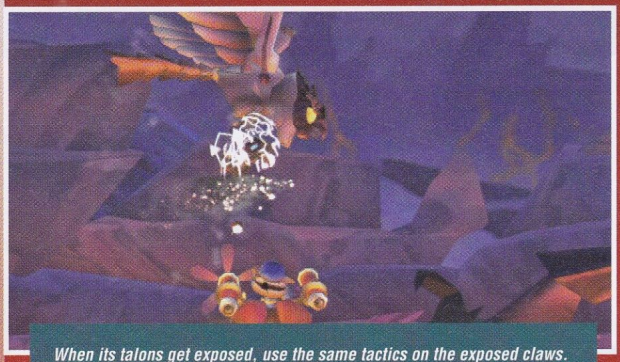
Use the left analog stick to aim and steer, and press ▣ to fire its rockets.

BOSS CLOCKWERK



As Clockwerk unloads his arsenal at Sly, Carmelita opens a gap in the boss's armor protecting his head. Avoid the purple shots and fire rockets at its head.





When its talons get exposed, use the same tactics on the exposed claws.

Repeat these steps with the tail and then the right wing to send the owl spiraling into the lava. Success, Clockwerk has bit the dust…

But the leader of the Fiendish Five won't go down that easily. This time, Clockwerk launches rings from three points on its body; each wing and the top of its head.





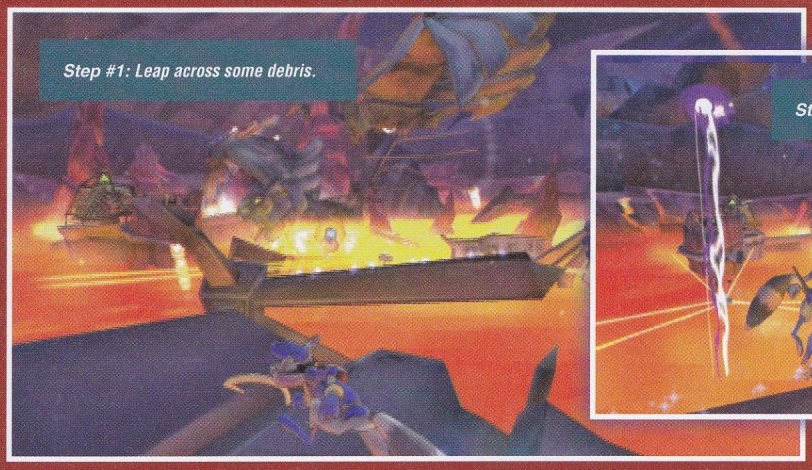
Fly through the middle of each ring as they pass by.

FLY THROUGH THE RINGS

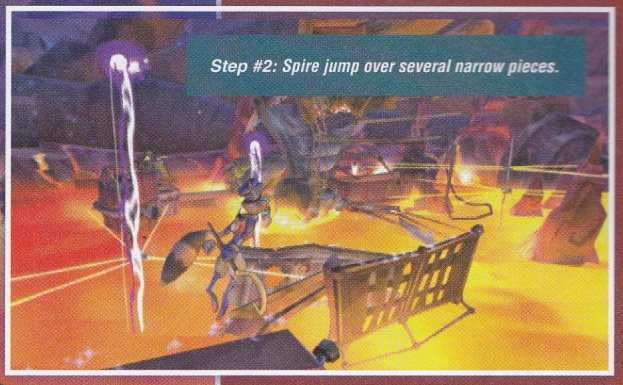
The ring will line up with the spot where Clockwerk shoots it. So if the ring is fired from Clockwerk's left wing (or the right from your perspective), you should move to the right to pass through it.



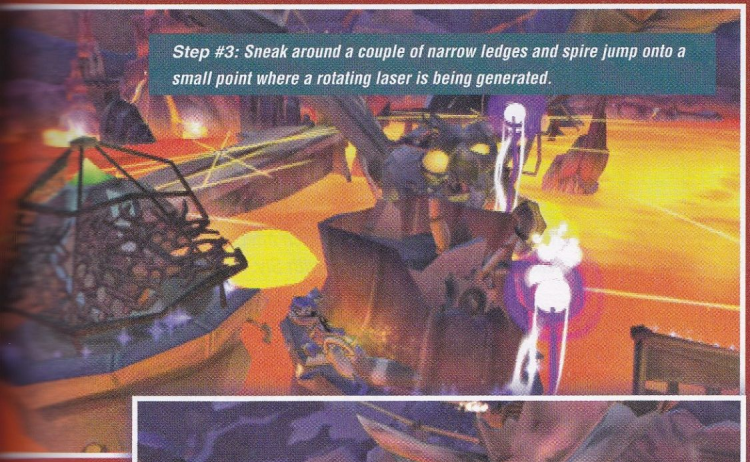
Fly through four rings and Carmelita will again create an opening in the owl's armor—either one of the wings or the head. Fire rockets at that spot until Clockwerk launches more rings at Sly. Continue to fly through the rings and fire at the gaps in the armor until Clockwerk falls into the lava again. This is Sly's chance to finish Clockwerk off by destroying his head. Refer to the following shots and captions to reach his head.



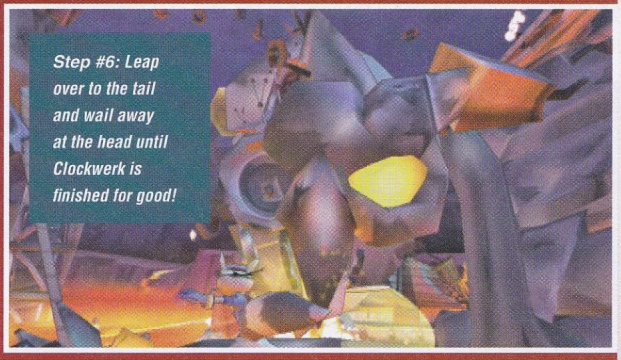
Step #1: Leap across some debris.



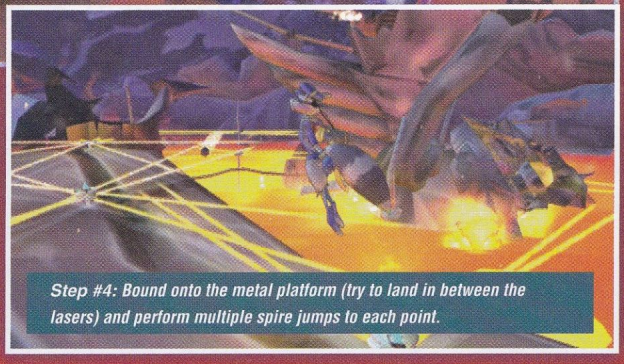
Step #2: Spire jump over several narrow pieces.



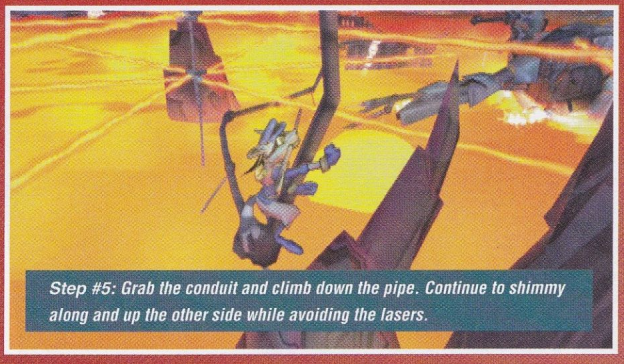
Step #3: Sneak around a couple of narrow ledges and spire jump onto a small point where a rotating laser is being generated.



Step #6: Leap over to the tail and wail away at the head until Clockwerk is finished for good!



Step #4: Bound onto the metal platform (try to land in between the lasers) and perform multiple spire jumps to each point.



Step #5: Grab the conduit and climb down the pipe. Continue to shimmy along and up the other side while avoiding the lasers.

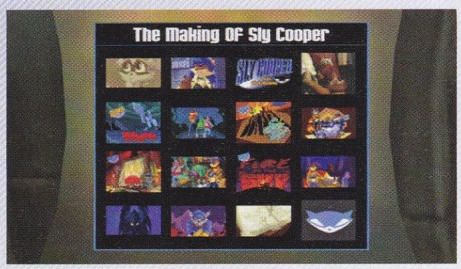
OPEN THE FINAL VAULT

Return to the vault that you couldn't open before and enter the combination for the final piece of the Thievius Raccoonus to learn the Time Stopper Technique. If you have been collecting all of the clues as you play through, this is located in Duel by the Dragon and the combination is 2-3-1. In order to reach 100% completion in the game, you must now complete the rest of the Master Thief Sprints.



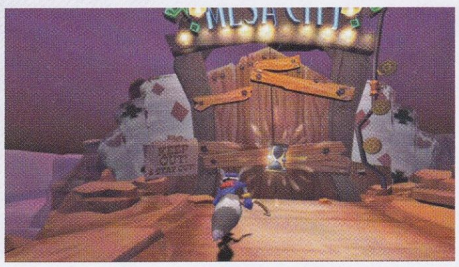
MASTER THIEF SPRINTS

After collecting all of the clues and opening the vault in a level, an hourglass appears at the beginning of that level. Pick it up to start the Master Thief Sprint, which requires you to reach the end of the level within a certain amount of time.



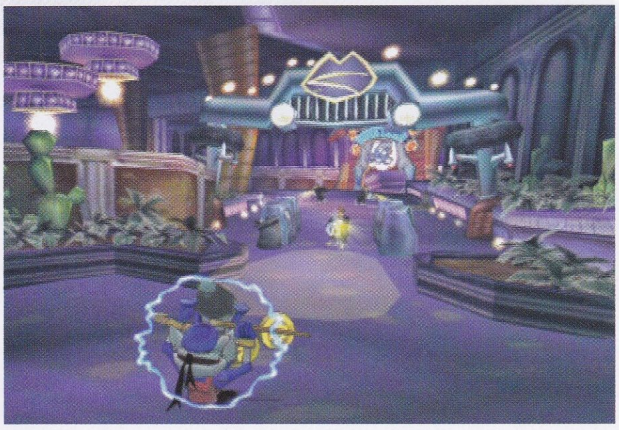
Defeating a Master Thief Sprint unlocks designer commentary on that level, so return to that level to check it out.

Finishing all of the Master Thief Sprints unlocks a Behind the Scenes movie.



GENERAL TIPS

Sly can travel faster when rolling, so use it whenever possible. If you lose speed going uphill though, run the rest of the way. Little imperfections in the ground, such as rocks, will cause Sly to skip.



Sneaky stealth moves along the blue aura can often be jumped into and out of, speeding things up in the process.

Not all enemies need to be defeated. If you can run past a foe, then do so to save time. Beware of enemies with projectiles, though, who can hit Sly from behind.

Don't set off any alarms! When one is tripped, time increases quite a bit.

Using the Fast and Slow techniques doesn't have much effect on your time, since time is increased and decreased along with Sly.

You lose any horseshoes you carry into the level, but you can earn one during the level by collecting 100 gold coins. Enter the level with a high number of coins to easily earn one!

Sometimes when there are multiple spire jumps or rings to cross, it's possible double jump over one to save time.



Tide of Terror

A STEALTHY APPROACH

Time: 1:19

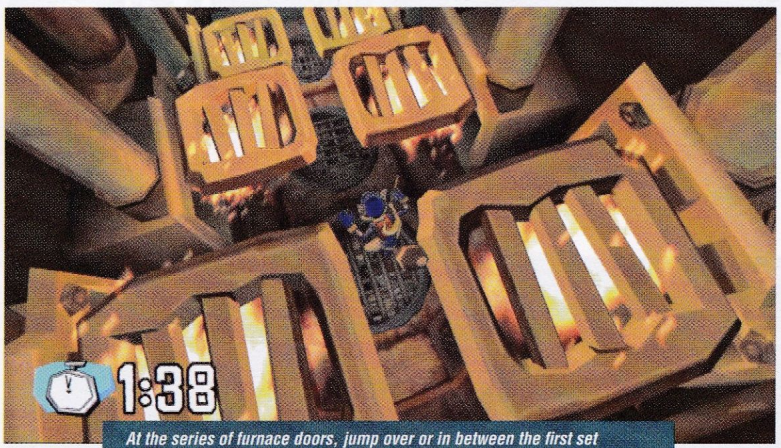
Just after the tunnel, cut to the right, jump to the taller tree and then up to the rope. Ascend to the cliff and hop off the right side.



INTO THE MACHINE

Time: 2:19

A lot of time can be lost by waiting for the piston to come back down next to the last Pyro O'Connor. Quickly move past him to avoid losing any time.



At the series of furnace doors, jump over or in between the first set straight to the floor below.

HIGH CLASS HEIST

Time: 1:02

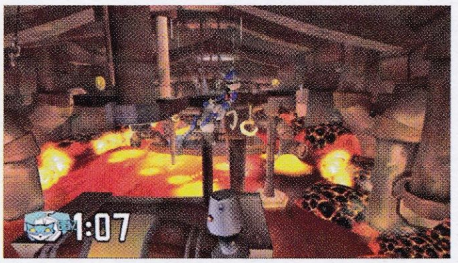
Be careful around the laser sensors; cutting through one is not worth the time that will be lost.



THE FIRE DOWN BELOW

Time: 1:34

Ignore the Pyro next to the wheel; instead, jump over it and up to the pipe on the right. Double jump to the round platform straight ahead, then continue to the bridge on the left.



A CUNNING DISGUISE

Time: 1:30

There is a big shortcut in this level that makes achieving this time much easier. It requires that you have a Lucky Horseshoe, so enter the level with plenty of gold coins. After the first H.P. Squidcraft, use the stack of books to reach the bookcase. Leap up to the lights to access the upper walkway. Crossing the rug without a barrel will cost you the Lucky Horseshoe.



THE GUNBOAT GRAVEYARD

Time: 1:12

You must be really quick when jumping along the debris between the searchlights. Skip the barrel and squeeze between the two lights after the wing. After taking out Mr. Shamus, dispose of H.P. Squidcraft from above instead of grabbing the wire.



Sunset Snake Eyes

A ROCKY START

Time: 1:30

Skip the lights on spire jumps when possible and eliminate Gorgeous Lou and Cletus by utilizing the Roll technique before they can attack.



BONEYARD CASINO

Time: 2:15

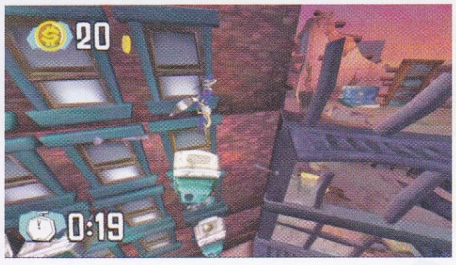
Take advantage of the flat floors in the casino by using the Roll technique whenever possible. Roll between the slot machines without taking out any of the guards.



BACK ALLEY HEIST

Time: 1:23

At the four air conditioners, double jump off the second one to access the balcony above. Quickly jump between the two boards that run down to the exit.



STRAIGHT TO THE TOP

Time: 1:17

From the start point, use the concrete to arrive at the first letter "G." Now at the top of the second neon arrow, jump over to the pole to skip the two lower walkways.



TWO TO TANGO

Time: 1:58

Dispose of Inkspot Jackson before beginning this sprint. Jump from the roof to the clothesline. Next, double jump from the last chandelier above the vault to the ladder to proceed directly to the roof.



Vicious Voodoo

THE DREAD SWAMP PATH

Time: 1:35

At the final signal repeater, instead of sneaking past the first Mojo Dupree, jump to the fence on the right side.



A GRAVE UNDERTAKING

Time: 2:18



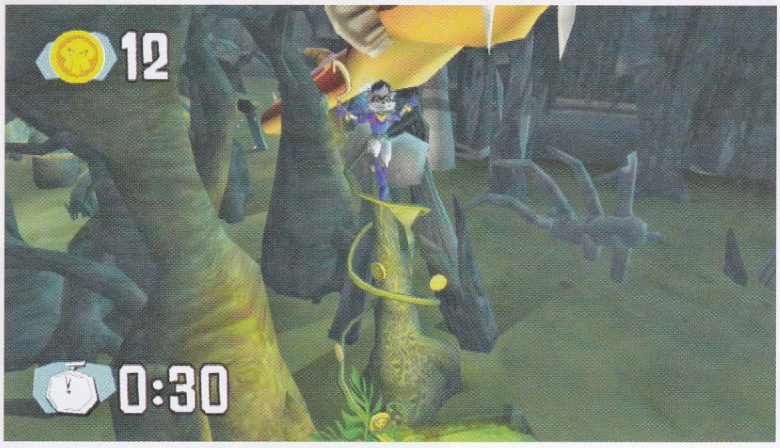
Skip the third torch when jumping into the area with the three gravestones.



THE LAIR OF THE BEAST

Time: 2:02

Keep the jumps between the rails short and quick. During the chase at the spiral rail slide, immediately leap ahead to land on the next rail.



Fire in the Sky

A PERILOUS ASCENT

Time: 2:09

Roll whenever possible in this area to keep Sly's speed up. When going uphill, though, it's best to run.



DESCENT INTO DANGER

Time: 2:08



Great timing and small movements are required to avoid Pierre Flamenose's attack.



THE UNSEEN FOE

Time: 2:25

After descending inside the final pagoda, jump to the first platform and then make a leap of faith straight to the exit. The siren will sound, but taking this approach will still save some time. You need to move around the platform directly above the siren.

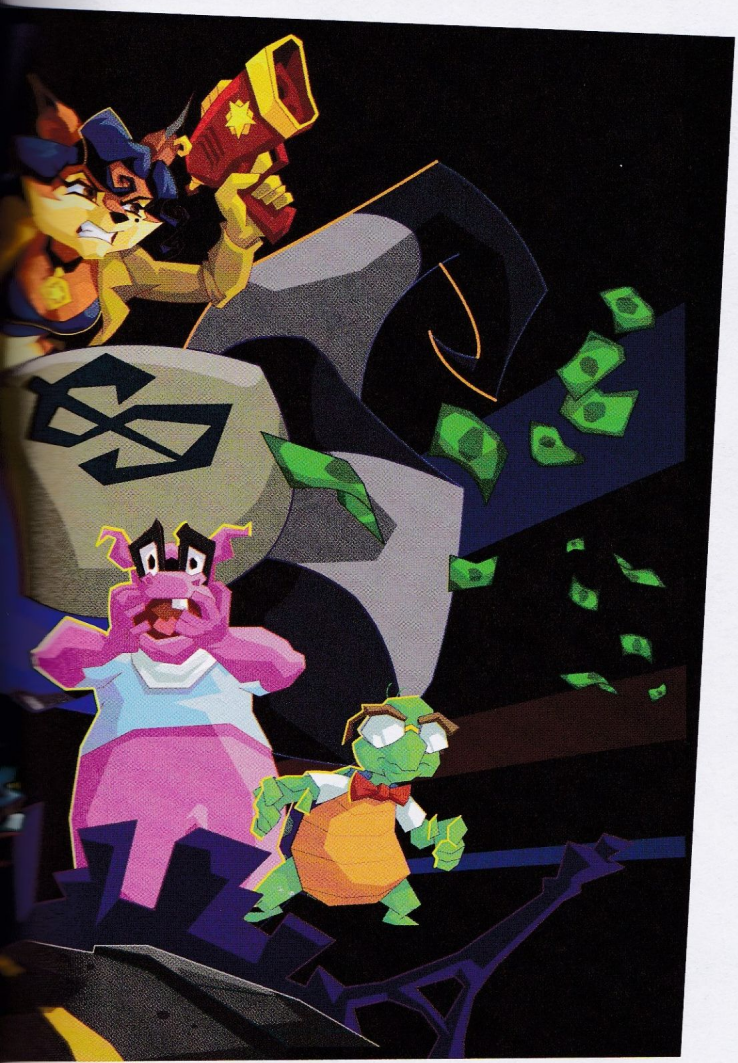


FLAMING TEMPLE OF FLAME

Time: 2:15

It's important to be very familiar with this layout of this level in order to get the time. At the narrow ledge with the lasers moving up and down, jump over them and land back on the ledge.





DUEL BY THE DRAGON

Time: 2:42

Be quick and precise when jumping up the ice steps. Don't forget to swing over to the third firework to knock down the second gate.






SLY 2
BAND OF THIEVES

Prologue: The Museum of Natural History

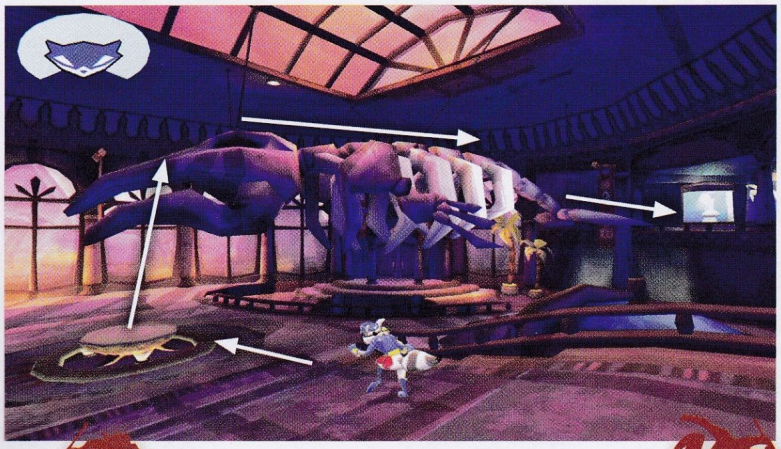
CAIRO, EGYPT

Sly, Bentley and Murray—fresh from their victory over the Fiendish Five and having reclaimed all the pages of the Thievious Raccoonus—find themselves at the Museum of Natural History in Cairo, Egypt. To ensure an end to Clockwerk's reign of terror, the gang intends to steal and then destroy the Clockwerk parts displayed at the museum.



NEW TO THE FIELD

This is Bentley's first time out in the field and it's a good thing, because his technical expertise comes in handy against the museum's high-end security systems. Before the green genius can work his magic, he wants Sly to turn on the power to the service elevator. After Sly stealthily drops down into the main hall of the museum, go to the left and jump onto the display in front of the giant whalebones to launch the raccoon on top of them. Leap to the second floor from the tail-end to reach the power switch.



"THE MURRAY" DESCENDS

After Bentley disables the security systems, head down the hallway to the balcony. Jump and press ◉ to walk on the ropes to the other side of the museum to meet up with Murray, who disposes of the security gates to the Clockwerk display room.



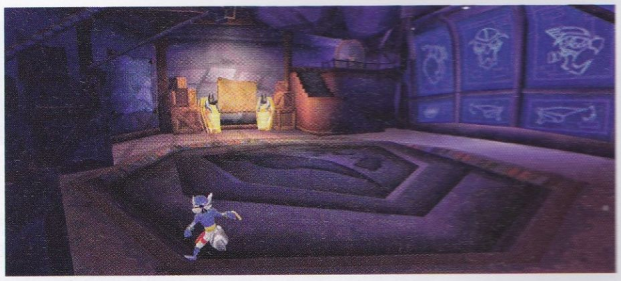


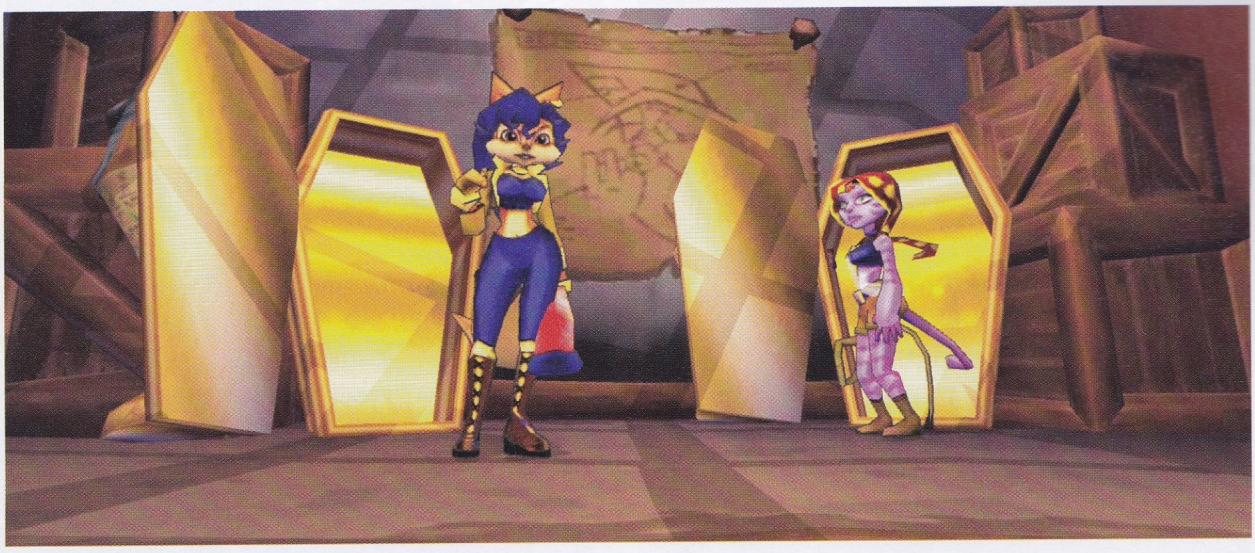
PILLAGE & PLUNDER!

While exploring the various locales, make sure to comb each area carefully. There are lots of breakable objects that yield useful coins to line this bandit's pockets. Coins can be spent on new gadgets and moves for the crew, so leave no stone (or vase) unturned!

BEATEN TO THE PUNCH

Once inside, Sly and the gang do not find the Clockwerk parts; instead, Carmelita Fox and Constable Nayla ambush them. After Sly slips away from the arguing pair, proceed down the hall out of the museum, picking up coins along they way.





CARMELITA'S RELENTLESS PURSUIT

The foxy Interpol agent never seems to give up. Keep running away from Carmelita as she fires round after round; the only pause occurs when she leaps to another position. Her shots may seem random, but stop anytime during the chase and Sly is one electrified raccoon.



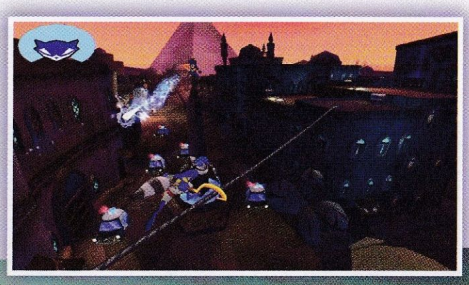
Once out of the museum, Bentley and Murray separate from Sly to retrieve the getaway van while our noble thief keeps Carmelita busy across the rooftops. Quickly go from one building to the next until you find the van.



Episode I: The Black Chateau

PARIS, FRANCE

After narrowly escaping Carmelita's trap, Sly and company discover that someone else has obtained the dangerous Clockwerk parts. Bentley's intel brings the crew to "Le Theatre Formidable," a seedy nightclub in the heart of Paris. The team must infiltrate the club and recover the Clockwerk part from Dimitri Lousteau, a rejected artist who wants revenge on the "tasteless amateurs" who shunned him.



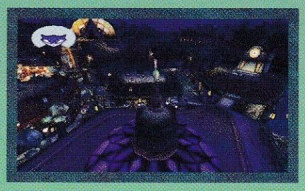
30 Total # of Clues

CLUE BOTTLE COMPANION

This bottle is located in some tall grass next to the nightclub; it's near the building in front of the water tower.



This bottle floats above the spire that sits atop the blue dome on the "Chez Vul Gaire."



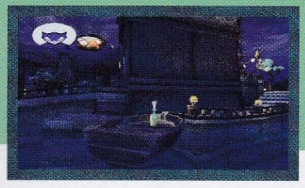
There are four bottles resting on some boats by the bay. The first bottle is sending out an SOS behind the "Chez Vul Gaire."



The next one is on the dingy near the "Le Slinky Tourist Hotel."



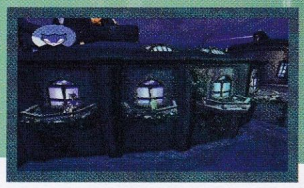
The trickiest one is on the boat hidden between the entrance to Dimitri's office and the disco.



One more bottle is setting sail on a boat located behind the safe house.



To reach this star-crossed bottle, go to the four balconies perched above the water on the building south of the water water tower.



This clue bottle is hiding behind the clock on top of the "Café de Paris."



AVAILABLE GADGETS ON THIEFNET

GADGET	PRICE
Trigger Bomb	200
Fists of Flame	400
Smoke Bomb	300

LOOT

LOOT	SELLING PRICE
Bronze Comb	11
Silver Comb	19
Gold Comb	27
Bronze Watch	14
Silver Watch	31

LOOT	SELLING PRICE
Gold Watch	44
Crystal Chalice	153
Ivory Jewel Box	205
Jade Vase	246

Dimitri mysteriously acquired an enormous fortune shortly after the Clockwerk parts were stolen from the museum. Sly and the gang hope to find out what this underworld celebrity has been doing with the Clockwerk part and reclaim it.



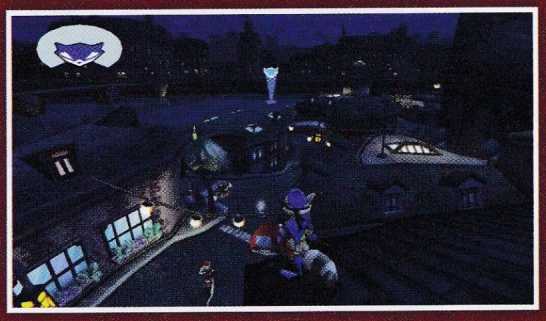
Besides giving him immortality, each Clockwerk part bestowed the diabolical bird with special abilities. Clockwerk developed these feathers to help him maintain longer flight times. The flexible and rare alloy in the feathers allows the flaps to cut into the air at precise angles for sharper turns and maneuvers. Sly and company aren't quite sure exactly how Dimitri is using the tail feather, but one thing is certain—the disheveled artisan has no idea how dangerous this part is.

GETTING A JOB

Every heist needs a well hatched-out plan to succeed and for Sly and crew to fulfill their mission, they must complete several jobs. To take on a job, Sly must first rendezvous at a start beacon. To locate start beacons, press L3 to use the binocucom to reveal a beacon resembling Sly's calling card. Go there to begin a job. Later in the operation, Bentley and Murray take on some jobs that require their unique skills.

A MASTER THIEF ALWAYS SURVEYS HIS PREY

It is easiest to see job and safe house beacons from a higher vantage point. Climb to a rooftop and use the right stick to find the beacons. Staying on the rooftops also helps Sly and company avoid begin detected by Dimitri's henchmen, who are on patrol in the streets below.

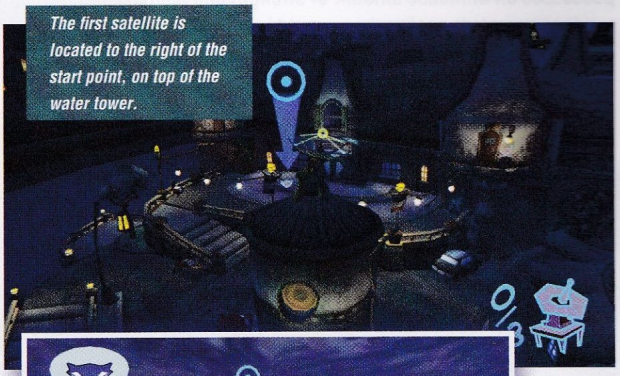


SATELLITE SABOTAGE

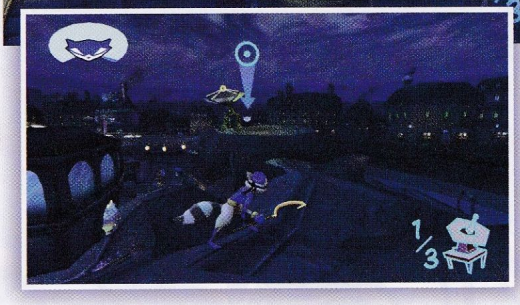


JOB #1

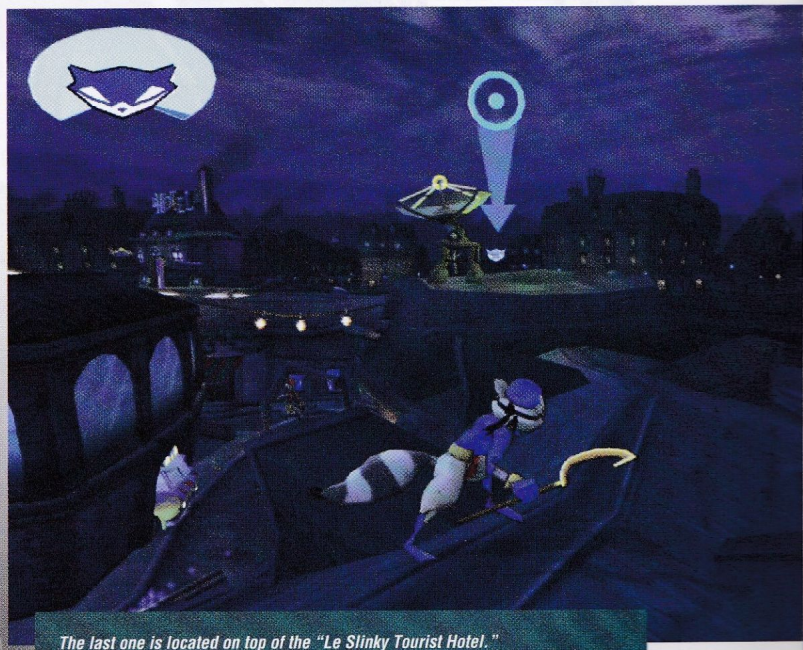
Bentley needs Sly to reposition the satellites, so he can gain further access to the nightclub's security systems. There are three satellites located around the safe house that must be repositioned in a specific order.



The first satellite is located to the right of the start point, on top of the water tower.



The second one sits atop the building directly behind the safe house.



The last one is located on top of the "Le Slinky Tourist Hotel."

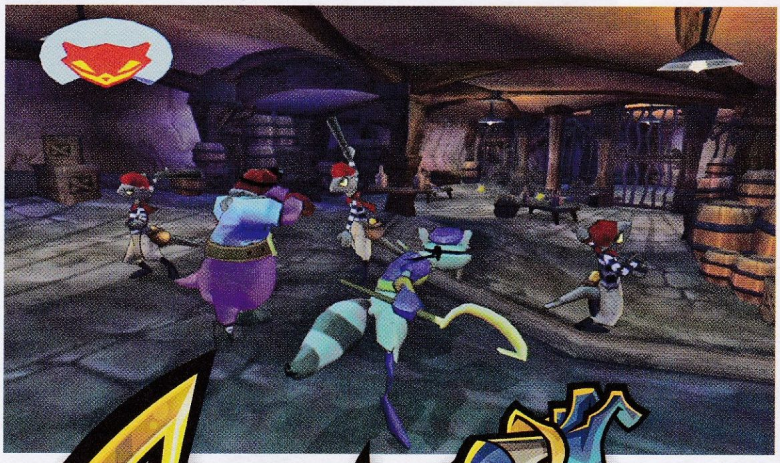
BREAKING & ENTERING



JOB #2

Before the heist begins, the gang needs to get a lay of the land. For now, Sly must sneak into the club and locate the Clockwerk Tail Feathers.

The plan is for Sly to sneak into the club via an old wine cellar beneath the "Le Stinky Cheese." Head to the start beacon where an eager Murray is waiting. Murray possesses an immense amount of strength and stamina and it's a good thing too, because there is a welcoming party of rats waiting for the pair. Once all of the rodents are gone, Murray applies some of his muscle on the gate to help Sly get inside. Don't forget to scour the area for coins before entering.



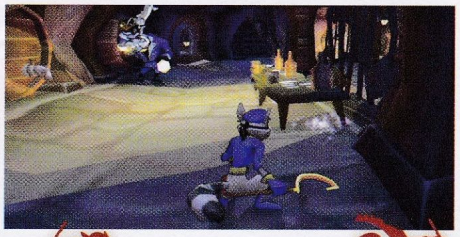


MAKING RATATOUILLE—THE EASY WAY

Don't just swing recklessly at the rats, as they will immediately counterattack after getting knocked down. Wait and avoid the counter, then strike with a well-placed cane attack, or juggle them in the air until they are defeated. If they surround Sly, press and hold ▢ and then release it to perform the spinning cane attack.

STEALTHY INTRUSION

It looks like Dimitri has a lot of security in this section of the cellar. Make your way down the hallway avoiding the lasers and the warthog's flashlights to remain undetected. Crawl underneath tables to get past some of the guards and lasers. Once past the security detail, creep into the air vent at the far end of the hallway to reach the nightclub.



SILENT TAKEDOWN

If Sly can manage to sneak up behind a Warthog guard, then he can perform the sneak attack slam move. Press △ to launch the guard in the air, and then press ▢ to slam the swine back into the ground. Remember, this move only works when Sly goes undetected, so keep him out of sight.



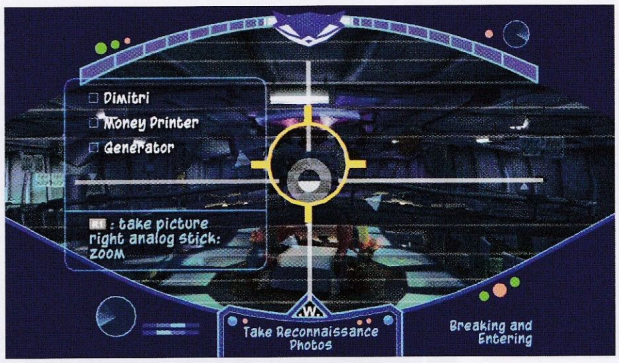
DANCING IN THE SHADOWS

Once inside the nightclub, Sly must defeat the warthogs to get past the yellow lasers. Use the sneak attack slam move or hit the guards into the lasers to move on. With those troublesome lasers out of the way, Sly faces an infestation of rats patrolling the main stage. Exterminate the pesky sentries, then go to the air vent on the stage near the piano to find the printing press.



AN ARTISTIC LICENSE TO PRINT MONEY

Now it's time to witness Dimitri's counterfeiting operation firsthand. Press R3 to look through the binocucom and snap some photos. Take shots of Dimitri, the money printer, and the generator. Use the left stick to aim the binocucom at the subjects and the right stick to zoom in and out for a better shot. Each object of interest is labeled and has a target on it. When the target indicator turns green, then take the shot.



JOB OPPORTUNITIES

After the recon job, there are two jobs to accept. Many times throughout the game, you'll have more than on option on which job to take. There is no correct order as long as you eventually finish them all, so choose whichever one strikes your fancy.

BUG DIMITRI'S OFFICE


JOB #3

Sly's ingenious green friend wants to place a bug in Dimitri's office so they can overhear the lizard's conniving plans. Venture over to the start beacon to retrieve the bugged painting. With fine art in tow, make sure Sly avoids enemy contact—the art is destroyed if he gets hit while carrying it. Once Sly reaches the "Chez Vul Gaire," located in front of the water tower, climb the pipe on the right balcony and sneak along the wall to gain entry.



TAKING THE LONG ROUTE...

The front door to Dimitri's office is locked, so Sly must enter through the air vent above the door. Unfortunately, several janitors are obstructing the path to the vent. Take them out or avoid them and enter the lounge area, which is littered with security lasers. Deftly jump between the lasers, then climb the pole in front of the bar and continue to the far end. Finally, sneak along the wall to the balcony and walk on the ropes to the other side of the lounge. Now all that's left is to slink along the back wall underneath the waterfall to reach the air vent.

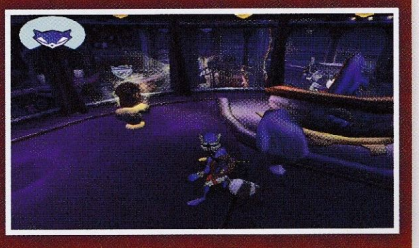


PULLING THE OL' SWITCHEROO

From the vent, drop down into the office and swap the art. With the exchange complete and the bug in position, return to the safe house with the stolen artwork. Go through the office door and quickly grab the pole to the right to avoid detection. Climb the pole and leap to the balcony on the far side to exit via the window.

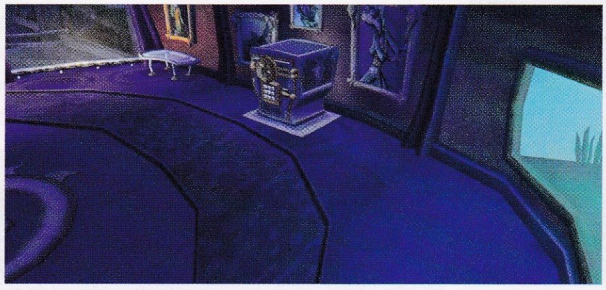
FINE ART

If you can make it back to the safe house without destroying the art, then you can sell it for a whopping 232 coins!



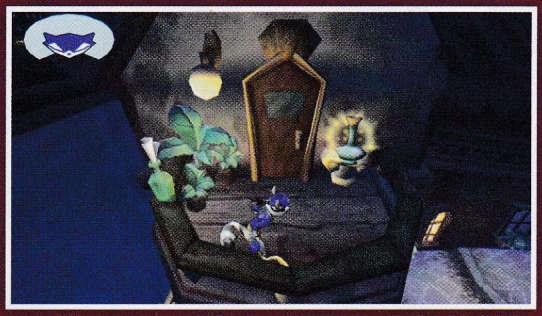
VAULT SIGHTING!

The vault holding the Knockout Dive move is also located inside Dimitri's office. Once Sly collects the 30 clue bottles scattered all over Paris, he can open the vault.



RARE LOOT ALERT!

Before returning to the safe house to switch to Murray, you can pick up the **Jade Vase**. This rare piece of art is sitting on the left balcony near the entrance to Dimitri's Office. Successfully bring it back to the safe house to earn 246 coins.



FOLLOW DIMITRI



JOB #4

Sly's next job takes place near a small boat docked close to the building behind the safe house. Bentley has intercepted an email to Dimitri's guards. They are ordered to ring the bell on the boat when the "coast is clear." To find out what the dastardly iguana is up to, Sly must tail him.

To start the job, ring the bell on the boat and stay on Dimitri's tail. Observing the deranged lizard from the rooftops is the easiest approach. Stray too far from Dimitri, or get caught by him or the guards, and the job ends in failure. Once he is near the water tower, jump down to the streets and follow him to the door.

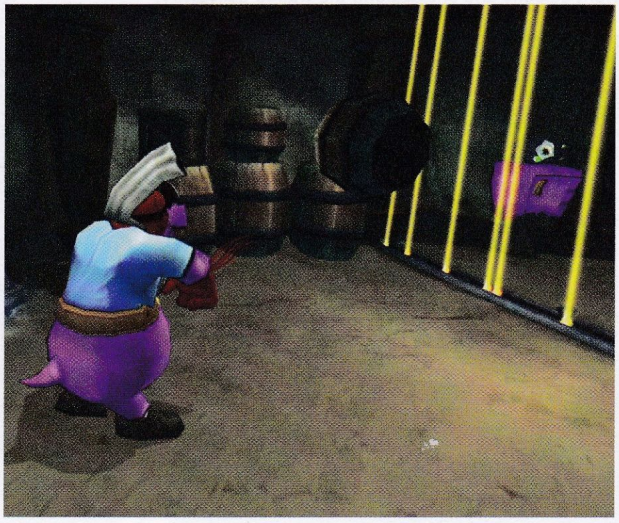


WATERPUMP DESTRUCTION



JOB #5

After getting the code, Bentley has determined that the fountain—located directly above the printing press basement—is the optimal entry point. With Murray the "walking demolition crew" on the job, putting the aqua pump out of commission should be a piece of cake. To start the job, return to the door where Dimitri entered the access code. This is one paranoid lizard so there are obviously more lasers in the way, but Murray can't sneak by them. Utilize Murray's stomp move (press ◉) to pick up an ice block (or any other object on the ground) and throw them at the power box on the other side.



PLUMBING UP THE WORKS

When the power boxes are destroyed, the burly hippo can make his way to the aqua pump. An unending stream of rats defends the pump. With no other objects around, they are the perfect substitute to clog it up. Knock the rats down to make them dizzy, then stomp and throw them into the drainage pipe to disable the pump.

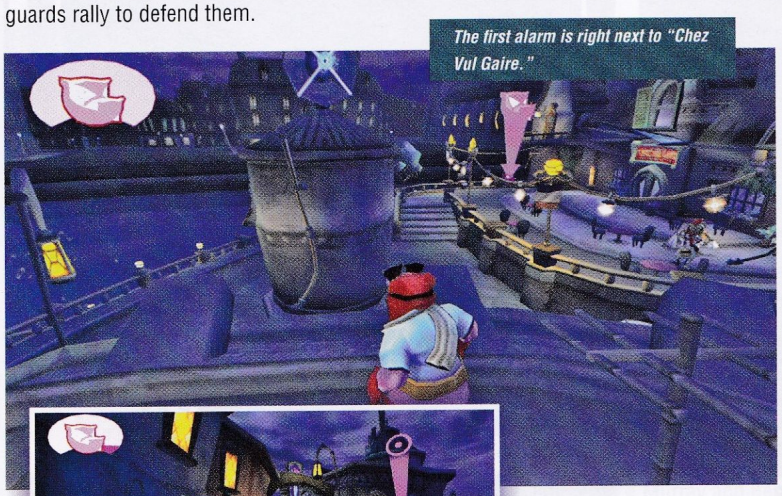


SILENCE THE ALARMS

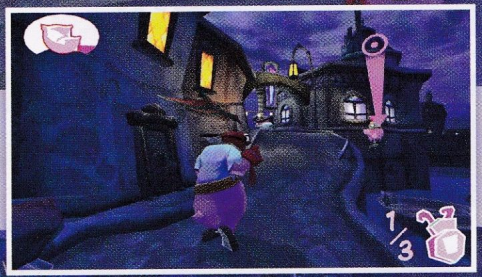


JOB #6

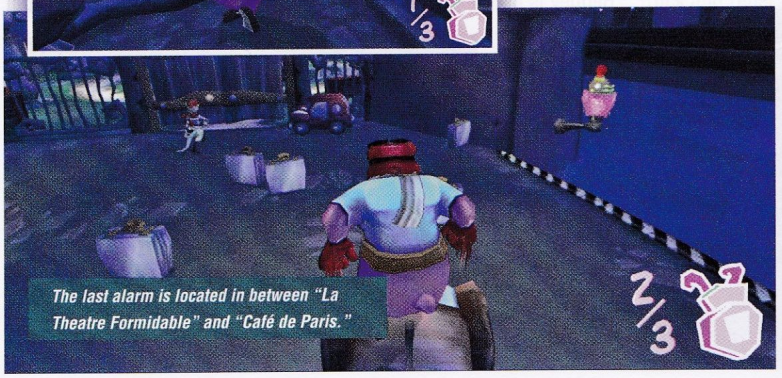
Murray's demolition expertise is needed once again, this time to take out the alarms set throughout the city. Go to the start beacon near "Chez Vul Gaire" to get things started" Stomp the ground and pick up things to throw at the alarms. Keep Murray on his toes, because once the alarms are damaged, Dimitri's guards rally to defend them.



The first alarm is right next to "Chez Vul Gaire."



The next alarm is hanging above the water behind "Le Slinky Tourist Hotel."



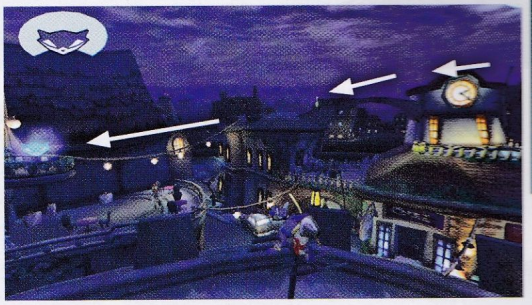
The last alarm is located in between "La Theatre Formidable" and "Café de Paris."

THEATRE PICKPOCKETING



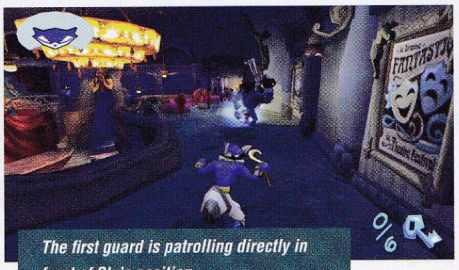
JOB #7

For the heist to succeed, the gang must turn off the power to the printing press security systems. The system's control terminal is located in the nightclub's theater section. The start beacon is located on the club balcony across from "Café de Paris." Sly can reach the balcony from the roof of the café. Either scale the pipe near the clock and walk across the archway to the roof. Once on the roof, walk the rope across to reach the balcony.

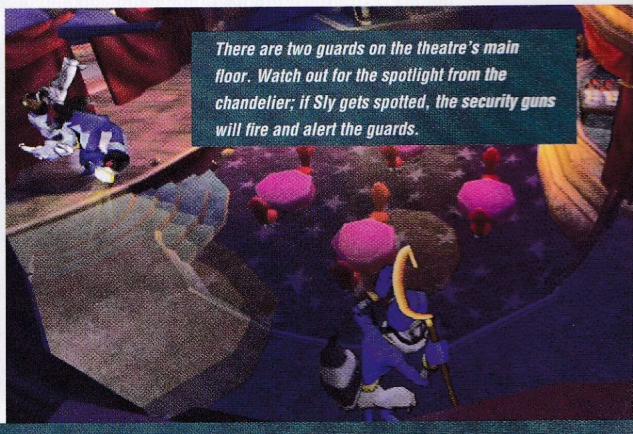


STEALING THE SHOW

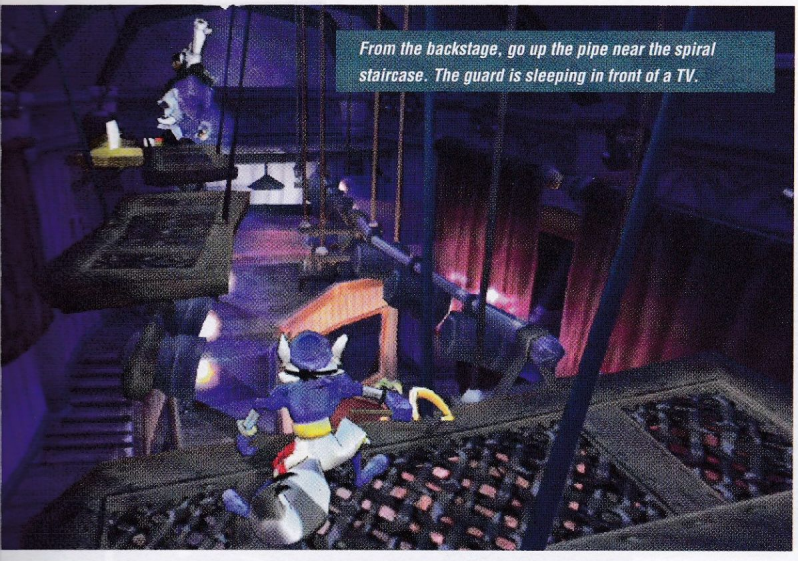
The fans near the security system controls are spinning too fast for Sly to climb them. There are six guards in the club with keys to the fan controls. The keys are sensitive, so you need to swipe them before taking out a guard. If you are spotted, then retreat to a hidden area in the theater until the guards cool down.



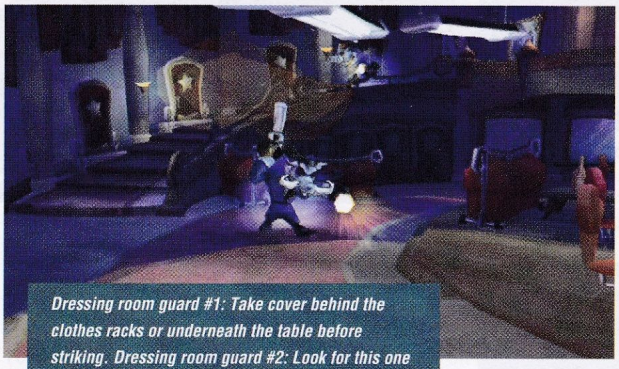
The first guard is patrolling directly in front of Sly's position.



There are two guards on the theatre's main floor. Watch out for the spotlight from the chandelier; if Sly gets spotted, the security guns will fire and alert the guards.



From the backstage, go up the pipe near the spiral staircase. The guard is sleeping in front of a TV.



Dressing room guard #1: Take cover behind the clothes racks or underneath the table before striking. Dressing room guard #2: Look for this one walking up and down the stairs.

Now that Sly has all the keys, continue up the stairs to the fan control unit and use the keys to turn them off. Next, jump on the fan duct to the main chandelier and insert the splice chip into the terminal.

MOONLIGHT RENDEZVOUS



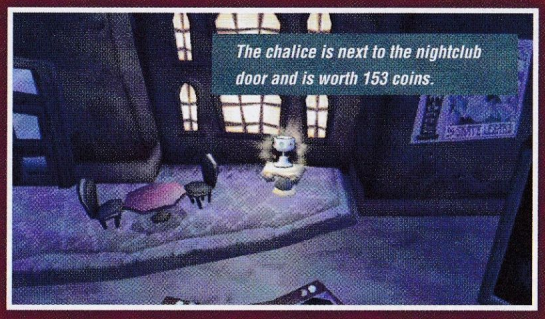
JOB #8

The mysterious Constable Neyla wants to test Sly's worth. Meet Neyla on the roof of "Le Slinky Hotel" and be prepared to pursue her all over Paris. Keep holding R1 to run and try to keep her pace. She eventually guides Sly to the entrance of the nightclub and gives him a key.

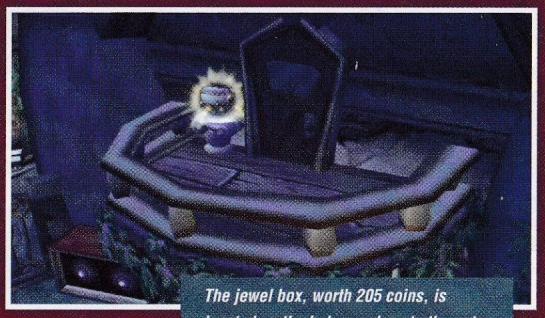


DOUBLE RARE LOOT ALERT!

The back entrance to the nightclub contains two rare pieces of loot: the Ivory Jewel Box and the Crystal Chalice. You can only retrieve one piece of art at a time, so you'll need to backtrack to obtain them both.



The chalice is next to the nightclub door and is worth 153 coins.



The jewel box, worth 205 coins, is located on the balcony close to the gate.

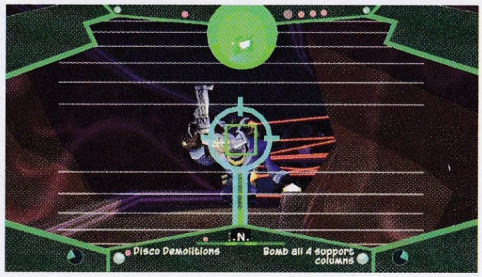
DISCO DEMOLITIONS



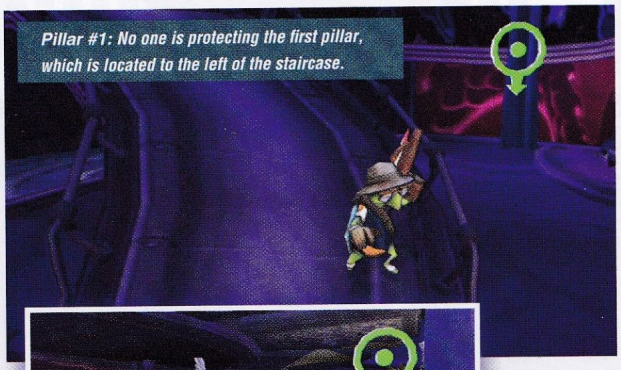
JOB #9

The pieces are now all in place. Bentley plans to send the club's peacock sign crashing down into the fountain, thereby creating a path to the printing press. But first, the sign's moorings must be loosened. A little structural demolition should do the trick!

Some security lasers and guards block Bentley's path to the club. To skirt the lasers, use Bentley's timed bombs to destroy the controls. Bentley is not tough enough to fight the guards, so get close enough and tap R3 to aim and R2 to shoot sleeping darts at them.



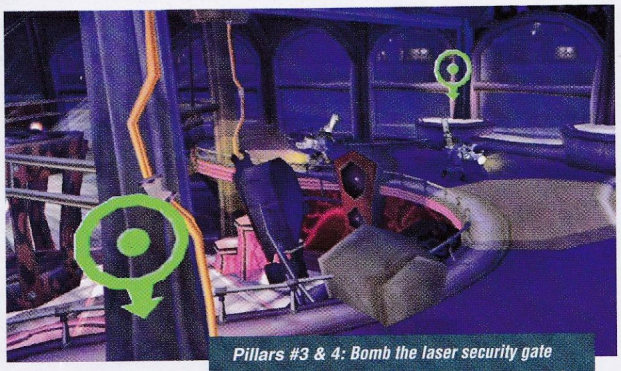
Once inside the club, there are four pillars that require demolition before the heist can begin. Press L3 to locate the pillars, then set a bomb next to them and get clear of the explosion.



Pillar #1: No one is protecting the first pillar, which is located to the left of the staircase.



Pillar #2: Take the left stairway to find a lone guard watching the next pillar. Take him out with a sleeping dart and blow up the pillar.



Pillars #3 & 4: Bomb the laser security gate and shoot and knockout the two guards to reach the last two pillars.

OPERATION: THUNDERBEAK



JOB #10

That blast brought the disco ball down with a meteoric crash, rattling the peacock sign and the entire city. Now the operation can get underway. That sign is going down, Cooper style!

Bentley and Murray make their way to the water tower in an attempt to stop the water flow to the fountain. Help Murray defeat the rats watching the tower. With all of the bad guys gone, jump toward Murray and press ◉ to make him toss Bentley into the tower to create an entrance.

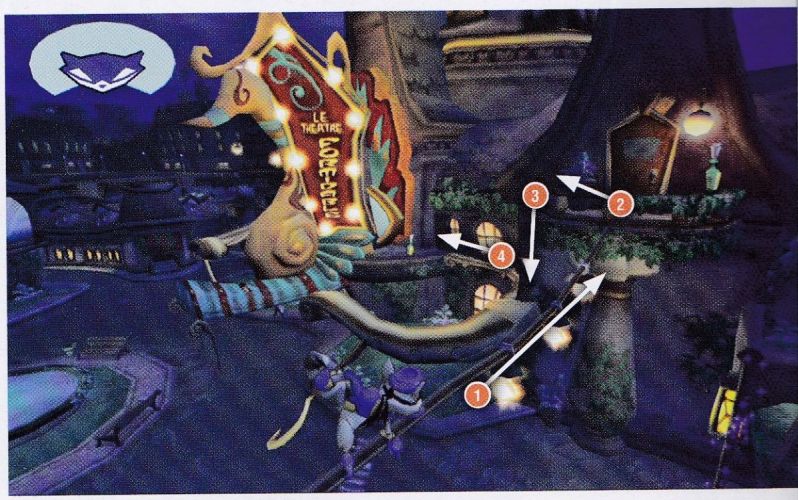
Inside the tower, Bentley must determine how to turn off the fountain. Turn each valve once, from left to right, to divert the water away from the fountain.



THE WHEELS ARE SET IN MOTION

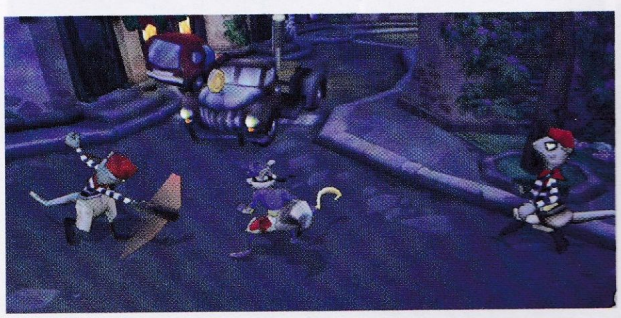
A repairman gets sent to fix the fountain. Intercept him and pickpocket his key before he reaches the vehicle, then return to the fountain and present the key to Bentley.

To complete the carjacking, bring the brain and brawn over to the truck. Sly needs to reach the top of the sign. Go to the roof of the "Bistro de Paris" and walk the rope across to the right balcony of the club. Leap from there down to the scaffolding and sneak along the wall to the base of the sign. Climb up the pipe to reach the top.



HOOK, LINE & SIGN SINKER

Murray and Bentley race the truck to the front of the club. Aim the grappling hook at Sly, so he can attach it to the sign. After doing so, Dimitri's goons converge on the truck. Drop down to the street and protect the truck while it pulls down the sign. Stay in front of the truck and repel all the thugs that attempt to harm it. Once all of the rodents are exterminated, the truck finally pulls down the sign!



BOSS DIMITRI



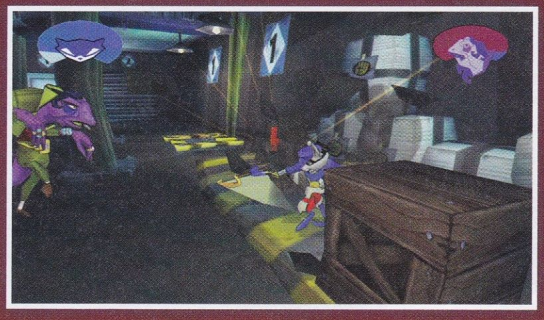
Sly drops down to the printing press to meet Dimitri face-to-face. But when the negotiations fail, the "Kinetic Aesthetic" starts shooting electrical bolts at Sly. Time to take him down!

If a blast strikes Sly, then the shock paralyzes him for a few moments. Take cover from these blasts by getting behind the glass panels or the green ink canisters. Be careful, though, as this type of cover can only take a couple of hits before being destroyed.



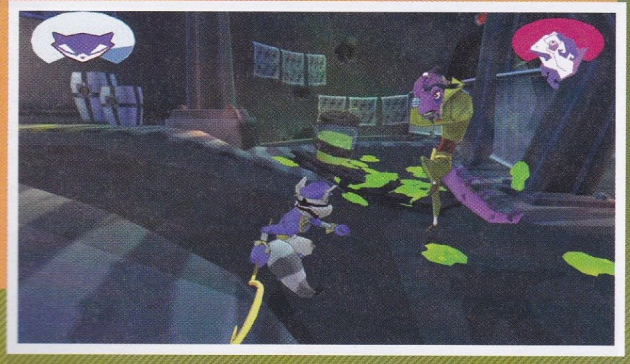
STAY HEALTHY

If Sly takes too much damage, then take cover and destroy some of the green canisters and boxes scattered about for some health.



TIPPING THE SCALES

Dimitri is one tough lizard! When he starts to attack, it's best to just get out of his way! During this fight, just one swing won't do anything to deplete his health. It takes four well-placed smacks from Sly's cane to get his HP to drop.



Attack Dimitri up close too long and he will retreat. Upon gaining some distance, he resorts back to firing his weapon. After nine solid attacks, Sly applies the coup de grace on the crazy lizard.



Episode 2: A Starry Eyed Encounter

SOMEWHERE OUTSIDE CALCUTTA, INDIA...

Fresh off the heels of Dimitri's humble exit, the Cooper crew goes after the next Clockwerk part, held by Rajan, another member of the KLAWW gang. A self-made tiger and spice "lord of the hills," he has recently set up camp in a large palace outside of the city.

30 Total # of Clues

CLUE BOTTLE COMPANION

These two clue bottles are clanking around the waterfall to the left of the safe house.



This bottle is located at the base of the tree near the waterfall.



This noteworthy bottle is floating near the mouth of the waterfall. There are two unlit towers that shadow bottles at the guest house.



The darkened towers to the right of the bridge hold one of the bottles.



A bottle is resting comfortably in the shade of one of the towers atop Room 101.



This bottled communiqué is peering over visitors on top of the archway entrance to the ballroom garden.



This bottle has a fantastic view of the river at the edge of the garden.



A dynamic duo of bottle goodness watches over the palace at the four balconies on the side of the ballroom.



NEW GADGETS ON THIEFNET

GADGET	PRICE
Size Destabilizer	500
Turnbuckle Launch	400
Combat Dodge	600

LOOT

LOOT	SELLING PRICE
Bronze Ring	17
Silver Ring	40
Gold Ring	60
Bronze Pen	22
Silver Pen	49

LOOT	SELLING PRICE
Gold Pen	71
Ming Vase	249
Ancestral Kite	307
Burial Urn	354

THE MARK: RAJAN

Hungry for acceptance, Rajan constructed his palace to build up his reputation. The extravagant palace includes several "rooms" that are arguably separate buildings themselves. The large complex is a virtual fortress, employing hundreds of low-level criminals to watch over his treasures and interests.

THE SCORE: THE CLOCKWERK WINGS

Other than being the symbol of the crazed bird's power, the wings are a technological marvel. The nearly indestructible metal wings increased Clockwerk's speed and mobility and shielded him from the most deadly attacks. The deranged villain used these wings to terrorize Sly and his clan over the decades. Given his class-obsessed nature, the insecure tiger hopes that the grand and fearsome Clockwerk Wings will boost his status with those in high society.

RECON THE BALLROOM



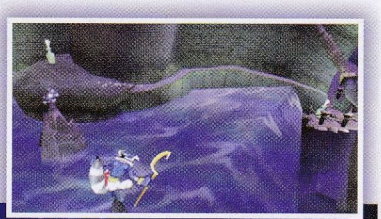
JOB #1

RARE LOOT ALERT!

Before sneaking into the palace, grab the Burial Urn resting near the safe house. Go to the segmented bridges to the right of the safe house and walk along the rope to the cliffside to find the loot.

Once you pilfer the urn, hurry back to the safe house. The loot is booby-trapped and will detonate within 40 seconds. Return it in time and you can net 354 coins for your troubles!

Rajan is planning on throwing a lavish party at his palace to present his prize: the Clockwerk Wings. As always, the gang plans to scope out the ballroom before the caper can begin. To get to the room, head over to the cliff to the right of the palace gate. Press ◉ to spire jump on the rocks and get to the wall on the other side. Sneak along the wall to get inside the palace grounds.





TALK ABOUT GOING OVERBOARD...

Once past the palace gates, it's time to rendezvous at the start point, which is located at a fire pit near Rajan's extravagant ballroom. Gain some high ground and gaze through the binocucom to spot the ballroom. It isn't hard to miss, just look for the building with the giant orange spinning dome. The streets are littered with Rajan's lackeys, so take to the rooftops and bound from one building to the next to access the ballroom.







RAJAN GETS WHAT HE PAYS FOR

Rajan's guards are all well-armed and sharp. They are a tougher to defeat than Dimitri's dimwitted flunkies, plus it's more difficult to sneak up on them.

Also, be extremely cautious around Rajan's elephant sentries. Those lookouts fire at Sly if he crosses into one of the two spotlights.



TREE HUGGING

When Sly arrives at the start point, Bentley informs the stealthy raccoon that the left balcony is the best way into the ballroom. To reach the balcony, jump onto the tree with the lowest branch. Now leap from branch to branch to access the balcony.

Get as close to the ballroom balcony as possible to snap some photos. Don't get too close to the balcony or break anything in the room, as this will alert the guards. Take out your binocucom and snap some shots of the Clockwerk wings (there are two), Rajan, and the electronic winch peeking through a hole in the ceiling.



There appear to be more unique guests at this decadent event that require the binocucom's attention. Take some photos of the other KLAWW gang members (Arpeggio, Jean Bison, and some undercover Interpol gals), Carmelita, Neyla and the Contessa.

LOWER THE DRAWBRIDGE



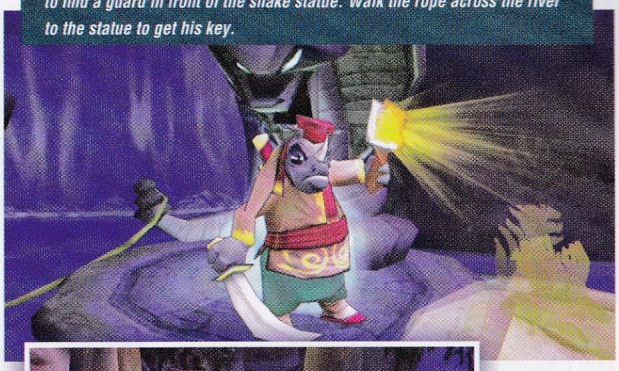
JOB #2

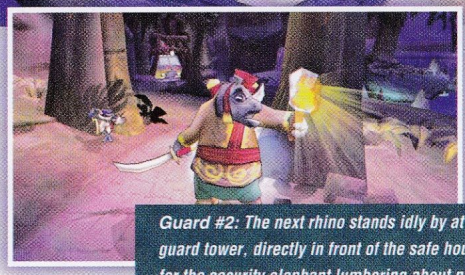
Bentley and Murray's skill set doesn't include the ninja-like spire jump, so they can't get past the palace gate. Sly's job is to drop the drawbridge so the rest of his crew can get inside to complete the tasks required for the heist.

KEYS TO SUCCESS

To begin, head over to the top of the palace wall tower that is closest to the drawbridge. While perched atop the tower, Bentley tells Sly that the only way to access the controls for the drawbridge is to take keys from certain rhino guards walking around the palace grounds.

Guard #1: From the start point, continue down the top of the palace wall to find a guard in front of the snake statue. Walk the rope across the river to the statue to get his key.

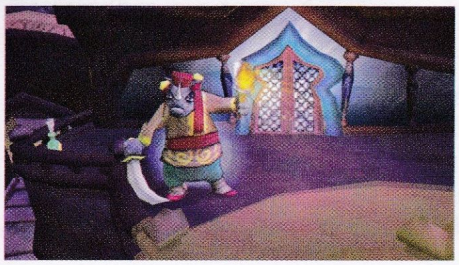




Guard #2: The next rhino stands idly by at the foot of a guard tower, directly in front of the safe house. Watch out for the security elephant lumbering about nearby.

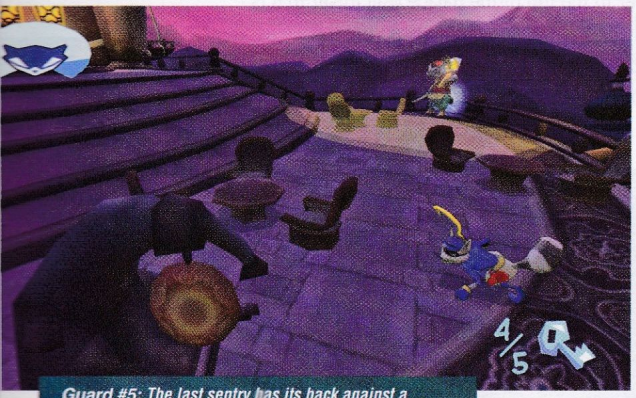
Guard #3: This bulky minion is strolling along the bridge between the palace wall and Rajan's guest house.





Guard #4: The next horned one is located at the far end of the guest house patrolling the balcony.





Guard #5: The last sentry has its back against a balcony in front of the ballroom, making theft of this key nearly impossible. Ring the nearby gong to lure him away from his post, then pickpocket him as he return to his original spot.

TOO HOT TO HANDLE

It's easy to get a little trigger-happy with the turret, so firing for too long causes the gun to overheat. It's wiser to tap the trigger and keep an eye on the heat gauge at the bottom of the screen.



BATTLE THE CHOPPER



JOB #3

Now that the drawbridge is down, the gang can start their preparations for the festivities. For starters, that pesky helicopter soaring above the palace should be brought down for the caper to be a success.

BUSTIN' SOME CHOPS

Return to the safe house and switch to Murray. Next, enter the front gate and take the stairs to the right of Rajan's statue. Hang a left inside the tunnel to reach a walkway outside. Jump onto one of the nearby awnings to launch the hefty hippo onto the building's rooftop.

There's an old turret on the roof and Murray is ready to fire some hot lead into the helicopter. Rapidly tap ◉ to activate the turret, then aim (using the left stick) and press R1 to shoot down the chopper. But note that the pilot will retaliate with a barrage of missiles. Fire at the incoming missiles while continuing to shoot at the helicopter until it goes down.

BALLROOM DANCE PARTY



JOB #4

The sky is all clear now, meaning it's time for Sly to return to that red domed monstrosity. Set out for the front door of the ballroom. Knock on the door and crash this party.

STEAL A TUXEDO



JOB #5

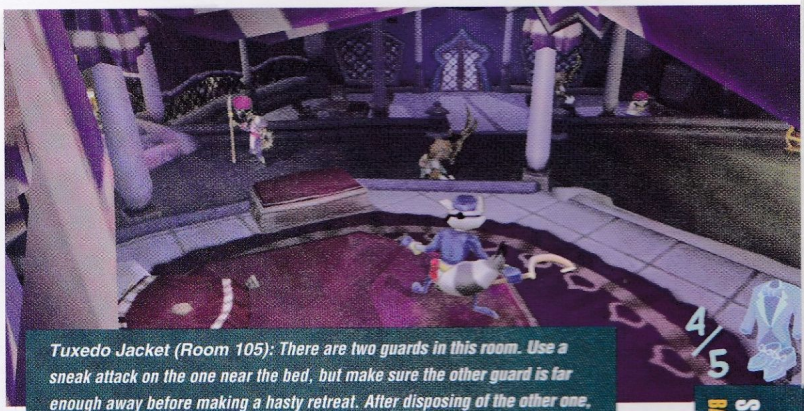
Or maybe Sly won't crash the party. It seems this lavish bash is black tie only. Sly must find some formal threads in order to get inside. The supposedly well-prepared turtle suggests that there may be one in the guesthouse. Go to the entrance of the guesthouse to start this impromptu job.

Start with Rajan's room, number 103, directly in front of the entrance. This room has a lot of security, so sneak by the guards and watch out for snakes hiding inside the baskets.

Episode 2: A Starry Eyed Encounter

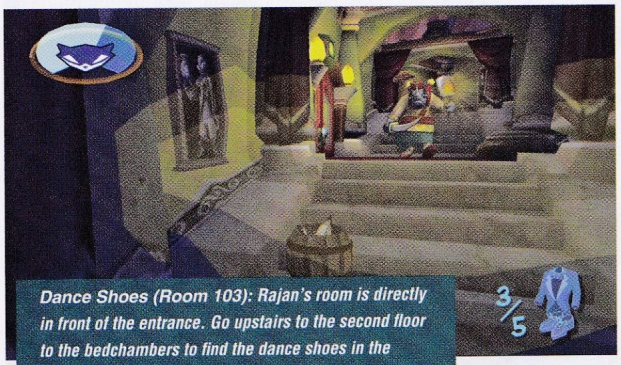
MORE FUN THAN A BARREL FULL OF RACCOONS

There are several barrels to use to help Sly hide from the guards. Jump into a barrel and sneak around with it. Don't move when a guard gets close, or the jig will be up. To exit the barrel, simply jump.



Tuxedo Jacket (Room 105): There are two guards in this room. Use a sneak attack on the one near the bed, but make sure the other guard is far enough away before making a hasty retreat. After disposing of the other one, grab the jacket from the luggage rack in front of the bed.

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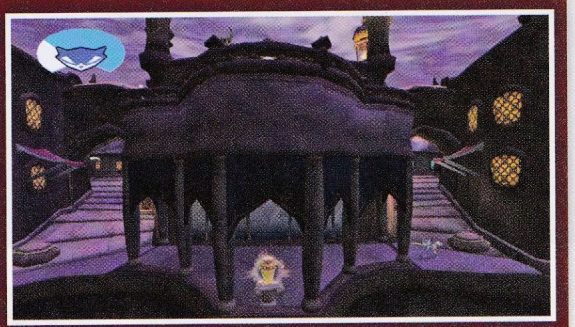


Dance Shoes (Room 103): Rajan's room is directly in front of the entrance. Go upstairs to the second floor to the bedchambers to find the dance shoes in the dresser near the bed.

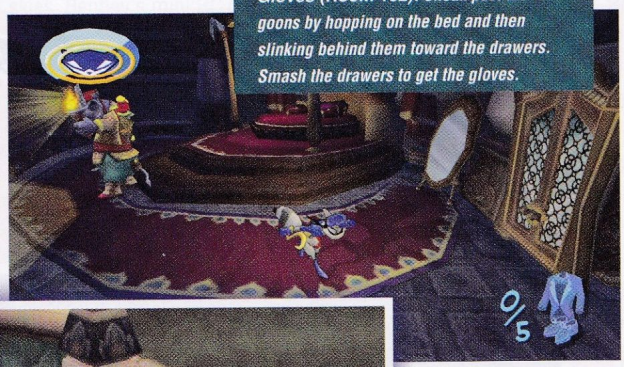
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RARE LOOT ALERT!

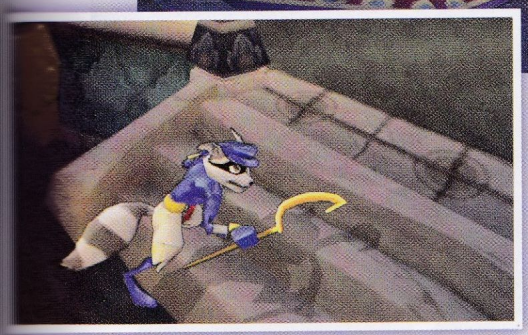
Before you put on those fancy threads and revisit to the ballroom, it's time to revisit Rajan's room. Exit his room from the second floor to reach the balcony. Drop down to the street below and go underneath the balcony. Snatch the Ming Vase and return it to the safe house to score 249 coins!



Gloves (Room 102): Sneak past the goons by hopping on the bed and then slinking behind them toward the drawers. Smash the drawers to get the gloves.

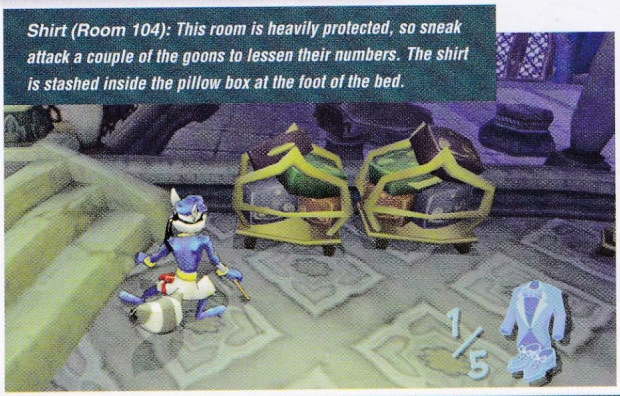


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Bowtie (Room 101): There's a lone rhino in this room. Sneak past the horned beast and tear down the luggage rack near the bathroom to get the next article of clothing.

Shirt (Room 104): This room is heavily protected, so sneak attack a couple of the goons to lessen their numbers. The shirt is stashed inside the pillow box at the foot of the bed.



1/5

DOMINATE THE DANCE FLOOR



JOB #6

The heist's success hinges on a fantastic distraction. Sly needs to captivate the partygoers with a fantastic tango with the ravishing Inspector Carmelita, but he must impress her first.

The sultry Constable Neyla is willing to help Sly out. Neyla leads first, so pay attention to the order and combination of the button prompts. Memorization is key, so press the buttons in rhythm with the Constable and a foxtrot with the sultry inspector is assured for the heist.



BOARDROOM BRAWL

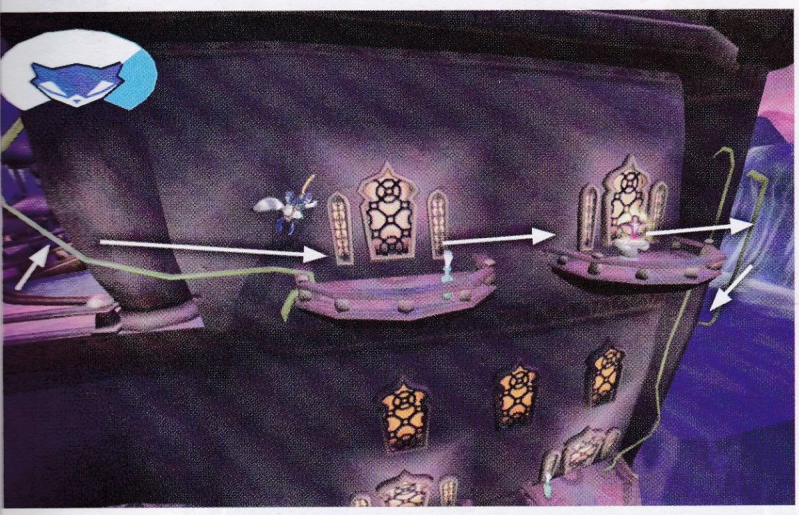


JOB #7

The preliminary jobs are complete, bringing Sly and the crew to the next phase of the plan. Bentley got a better view of the electronic winch above the ballroom during Sly's performance, so now he wants to get in there to hack the controls.

CHAIRMAN OF THE BOARD

The start point for this job is located at the drainpipe to the rear of the ballroom. From the front of the ballroom, look for a vine wrapped around the building's right pillar. Climb the pipe to reach a series of balconies, then jump across both balconies to locate another string of vines. Jump onto the vine that leads to the back of the balcony and scramble down it over to the drainpipe.



RARE LOOT ALERT!

On your way to the drainpipe, locate the shimmering ancestral kite perched on one of the balconies. Remember you can't initiate a job if you possess loot, so pinch the kite after completing the job. After a successful run to the safe house, Bentley can sell it for 307 coins.



TABLE FOR ONE

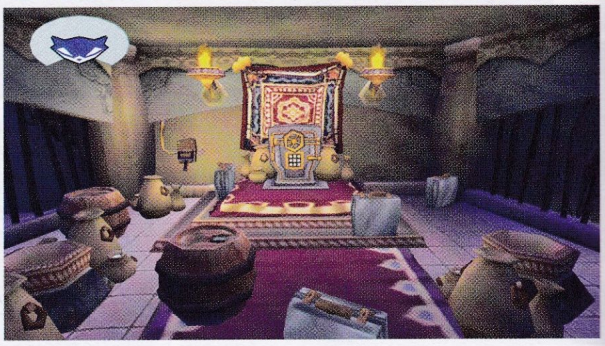
On the other end of the drainpipe, Sly enters the guard's break room located directly below Rajan's boardroom. Security lasers seal access to the switch that powers the boardroom's front door. Rajan's brutes are absent-minded, having written the code for the lasers below one of the tables. Sneak past or knock out the two rhinos on patrol, and crawl underneath the last table at the other end of the room to retrieve the code.

Enter the code into the laser console to access the switch. Watch out, though, as there are more lasers lining the floor of this room. Nimbly hurdle the lasers to reach the switch on the other side.



VAULT SIGHTING!

The vault that contains the Insanity Strike is in the room full of lasers on the floor, right next to the power switch. Gather all 30 of the clue bottles to gain this enemy-confusing move!



BACK TO BACK, PART 2

Now that the whole Cooper gang is gathered in the boardroom, Bentley can begin hacking the vault computer to access the winch controls. Once the techie turtle begins his digital assault, Sly and Murray are charged with protecting him from the goons that arrive.

Now controlling Murray, go to town on these hooligans. The thugs go straight for Bentley, so make sure Murray is around him at all times. Bentley switches between the two computers five times during the ensuing scuffle, so you must finish off all the goons until Bentley completes the hack.



RC BOMBING RUN



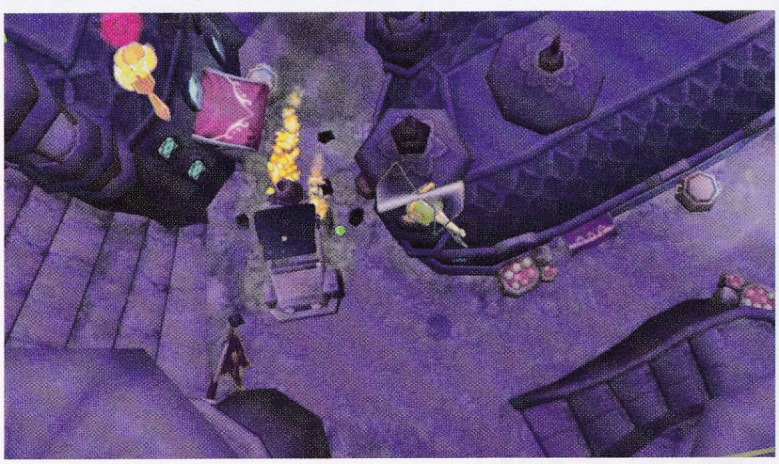
JOB #8

The winch may be ready, but Rajan rolls out a jeep armed with air defense measures in an attempt to retake the skies. Bentley's mini RC copter is capable of wiping out the jeep so the operation can get underway.

The able-minded turtle needs a bird's-eye view of the area to pilot the RC copter. The tower on the guesthouse is the perfect spot for viewing the bombing run. To reach the tower, turn left at guesthouse bridge and jump on the bag near the wall to launch the shelled amphibian onto the roof. Leap onto another bag to arrive in position.

THE WHIRLY BIRD CATCHES THE JEEP

While Bentley gets into position, Rajan sends out the jeep. Use the left stick to steer the chopper and ⊗ to drop the bombs. If Bentley loses the jeep, follow the red arrow that appears on-screen to catch up with it. After a couple of hits, the jeep starts shooting heat-seeking missiles at the copter. Perform a couple of sharp turns to send those projectiles spinning out of control. Continue to bomb the anti-air equipped vehicle until it is obliterated.



ELEPHANT RAMPAGE



JOB #9

The gems that rest atop Rajan's prized elephants are key ingredients for Bentley's saw blade. To steal them, venture over to the elephant pen located between the ballroom and the snake statue.

THAT DARN PACHYDERM!

Creep underneath the steps of the door to enter the pen. While crawling, Sly startles some rats causing a chain reaction that results in the elephants running amok in the palace! There are two elephants charging all over the palace grounds. Each freaked out elephant carries three gems located on their headdress.

ELEPHANT RODEO

Once the elephants start rampaging, the job becomes really dangerous, so keep a close eye on Sly's health. Sly has to deal with the elephants, all while still avoiding Rajan's motley crew. Whenever Sly's health gets too low, beat up a security person or break some objects.



Stick to the rooftops and hop onto a mammoth's back. It takes several hits to free one gem, after which the elephant bucks Sly off its back. The next ride won't be so smooth, though, as the beast lets out a roar and starts to swing its trunk around after he liberates a gem. Retrieve all six gems to complete this job.

OPERATION: HIPPO DROP

The pieces are all falling into place and the operation is ready to begin. Demolishing the bridge between the main palace and the guesthouse cuts off Rajan's reinforcements, ensuring that only the Cooper gang will crash the party!

BOMB THE BRIDGE



Select Bentley, cross the bridge and make a left to the ramp. Run down the ramp to the bridge support structures and jump down to the lower section. Now start placing bombs on the bridge's supporting cleats. After taking out most of the cleats, watch out for the debris that starts to fall off the bridge. Once the bespeckled turtle has blown up all nine cleats, use the bag at the center of the section to launch to the next level.

COLLATERAL DAMAGE

Remember that Bentley's bomb blasts can also cause him harm. Get clear of the blast as soon as you place the explosive or Bentley will get shell-shocked!



Eight cleats stand in the way now, but these are stronger than the previous supports. This time around, it will take two bombs for each cleat.

TANGO WITH CARMELITA



The last dance was only a warm-up and now the smartly dressed raccoon must keep the crowd distracted with a grandiose tango. Perform a jaw-dropping number on the dance floor while Murray swipes the wings right from under their noses.

LAST TANGO IN INDIA

Carmelita isn't as forgiving as the Constable. If Sly missteps too many times in a row, ol' ironsides stops the performance and Murray is spotted. There are more quick-succession moves in this number than in the previous one, so pay attention to the buttons and time your presses to the rhythm.



CLEAR THE WAY FOR MURRAY



The impressive "gambol" paid off and Murray, with Clockwerk wings in hand, is making his way to the getaway van. Rajan is sending his hoods to intercept the stout hippo and Bentley is back on his RC copter to provide some aerial support.

AIN'T NO THANG BUT A CLOCKWERK WING!

The guards collapse on Murray from all angles. Circle around the hippo and bomb them. Don't worry about harming Murray, as he won't be affected by the blasts. If you stray too far from Murray, just look for a red arrow. Bomb all of the goons until Murray reaches the van.



With all the guards put down and the wings in the Cooper gang's capable hands, the operation is a complete success! Rajan goes into hiding and Sly has a feeling that it won't be long until they meet again.

Episode 3: The Predator Awakes

DEEP INSIDE THE JUNGLES OF INDIA

His lavish gathering and his reputation ruined, Rajan retreated into the jungle. Sly and the crew followed the broken tiger through the jungle to his base of operations—a long forgotten temple converted into a large facility manufacturing illegal spice. Bentley has discovered that the decadent tiger is using the Clockwerk Heart to produce an unlimited amount of spice.

30 Total # of Clues

CLUE BOTTLE COMPANION

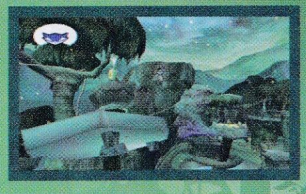
This bottle is on the bottom level underneath the trunk of the monolith elephant statue.



A bottle rests above the safe house.



This clanky clue is on top of the other satellite.



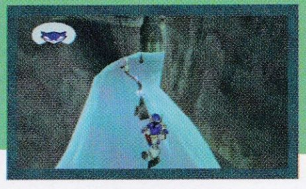
This one is taking in the sights of the jungle atop the arch near the serpent lantern.



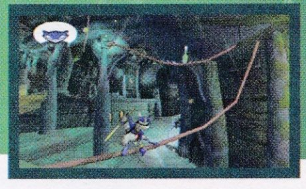
Spire jump onto the pole near the water wheels to get this one.



A bottle is balancing on a branch peeking out above the river.



Swinging casually on a vine underneath the broken bridge, it takes some clever climbing to reach it.



NEW GADGETS ON THIEFNET

GADGET	PRICE
Snooze Bomb	550
Juggernaut Throw	750
Stealth Slide	650

LOOT

LOOT	SELLING PRICE
Bronze Ring	17
Silver Ring	40
Gold Ring	60
Bronze Pen	22
Silver Pen	49

LOOT	SELLING PRICE
Gold Pen	71
Glass Flask	352
Golden Scroll Case	402
Gilded Scepter	447

THE SCORE: THE CLOCKWERK HEART

The true source of the evil mastermind's immortality, the heart can pump an unlimited amount of energy into its user. Never slowing down or faltering, the heart maintained the deranged bird's life for many generations. The heart is so powerful that Rajan uses only one half of it to power and produce his entire spice facility! Rajan has somehow modified the heart to generate spices instead of the terrifying energy used to fuel the winged overlord.

SPICE ROOM RECON


JOB #1

Isolated in a thick, lush jungle and surrounded by Rajan's army of thugs, the Cooper crew realizes this operation won't run as smoothly as their last encounter. As always, the gang must survey the temple before Bentley can formulate a solid plan. Sly's first task in the wild jungle is to sneak inside the temple and take some photos of Rajan's spice operation.

IT'S A JUNGLE OUT THERE

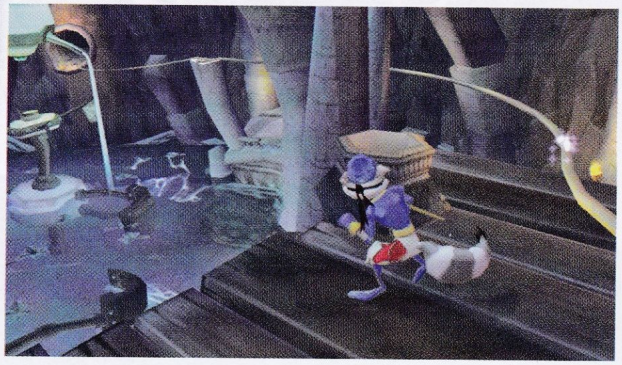
It's a good thing Sly isn't afraid of heights; the safe house is positioned far above the ground, overlooking the entire temple area. Leap off the towering safe house and move toward the ruins swaying on a tree; the start point is next to the truck.



Continue down the path behind the truck to the hidden passage behind the waterfall. Pull the lever to open the pipe and crawl into the temple.

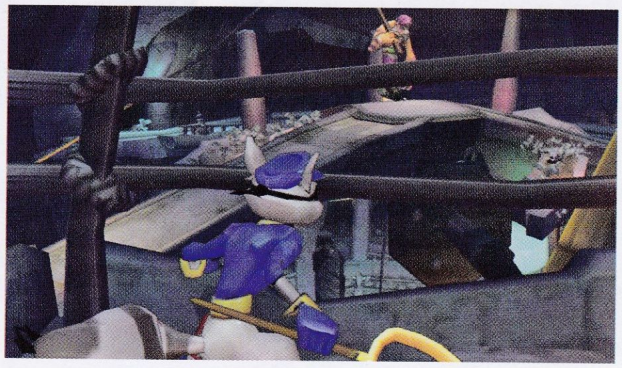
SPICY MACHINATIONS

Once inside the massive spice growing facility, circle around the area until Sly reaches the buckets that carry water to the next level. Jump on the water bucket and press ◉ to ride it up. Push forward to arrive at the slippery vines. Rail-slide along the vines to reach the access tube on the other side.



BROKEN HEART

In position and unseen, it is time to spy on the "heart" of Rajan's operations. Snap photos of Rajan, who has half of the Clockwerk heart on his cane; the other half is dangling in the middle of the room.



ARMED TO THE TEETH

With almost double the amount of monkey, goat and rhino guards surveying the jungle, you must be on your toes. The patrolling sentries gain support quickly, so any ruckus invites more enemies to the area. Remaining hidden and moving about undetected is the key to surviving this jungle heist.

FREEING THE ELEPHANT


JOB #2

The recon photos have revealed that the elephant-powered satellite array allows Rajan to intercept and monitor all communication in the region. No world-class thief would allow their mark to have access to their schemes, so destroying the array is necessary.

Under Bentley's direction, Sly plans to feed the elephant that is driving the satellite some spice plants and watch him go bonkers, incapacitating the dish. Collect all six spice plants in the jungle.

COOPER POLO

Cross the bridge and go to the tower near the start point. Climb the tower using the vines to reach the highest point. From up here, Sly can approach three spice plants.



A LITTLE UP & GRIND

Riding down vines isn't the only option. Jump up the vine and continue to press ◉ to grind. If you successfully rail grind up vines, you won't need to climb up the trees and towers repeatedly to reach different spots.



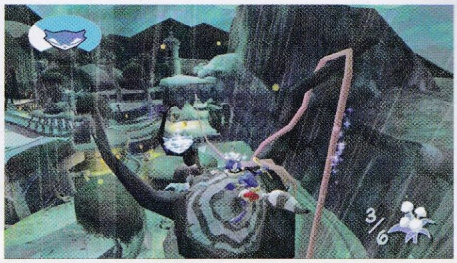
From the top of this tower, Sly can approach the first three spice plants.

1. *Glide down the second vine from the right to snag the first plant.*
2. *The second vine from the left leads to the next plant.*
3. *Next, slide down the first vine from the left. On the tree, skim down the vine leading to the temple structures near the edge of the mountain. Knock out the guard and jump on the mushroom to reach the next structure. Subdue another guard and grind down the vine at the edge of the building to see the spice plant.*



The last three plants can be plucked by following another series of trees and vines. Start off from the tree jutting out of a rock formation near the satellite array.

4. *Climb the vines to the top of the tree to retrieve the next plant.*
5. *From the top of the slanted tree, rail-slide the vine toward the safe house. Atop the HQ, smash the snake in the grass and slide on the next vine to another tree. Scamper up the vine to the treetop and uproot the plant.*
6. *Ride the next vine down to the rocking temple. Drop to the base and head toward the tree next to the spinning water wheel. Jump on the mushroom to launch up the tree for the final spice plant.*



WATER BUG RUN

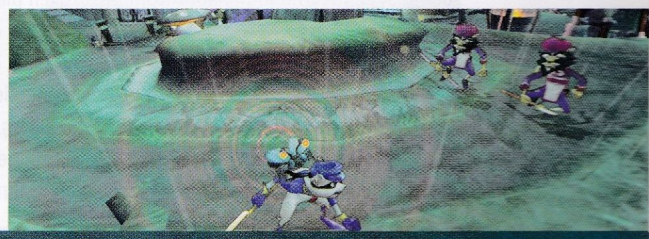


JOB #3

Now it's time to turn the tables on Rajan and eavesdrop on some of his secret conversations. To get started, go to the base of the ruins that are teetering on a tree. Walk on the vines along the wall to a tree, then grab the vine dangling above Sly's head. Climb up to the ruins to get the water bug.

UPON CLOSER "INSECTION"

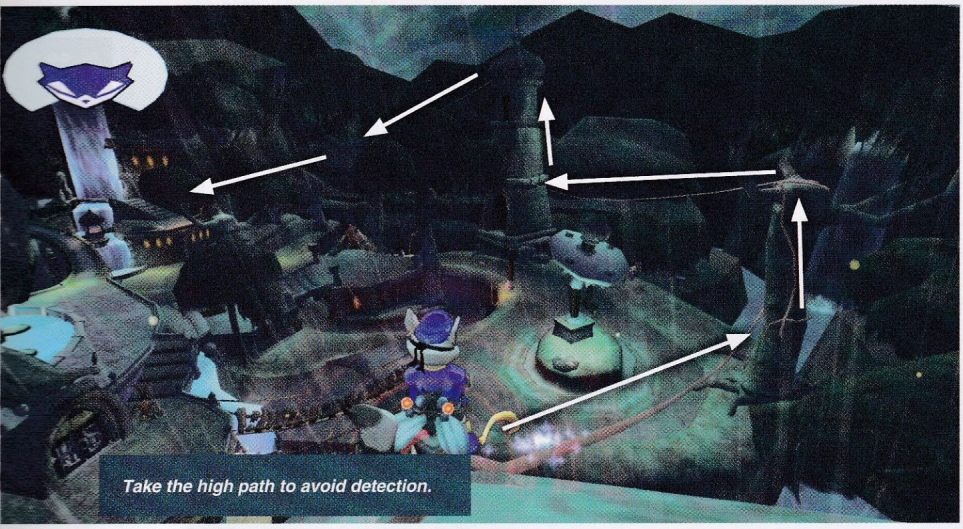
Although Bentley's plan is elegant and enjoyably ironic, placing the rare Indian water bug into Rajan's office won't be easy. While being carried, the bug gradually generates a high-pitched "guard I'm over here" sound until it is returned to a stagnant pool of water. Caution: The job can get botched if Sly takes any damage while carrying the creature.



TAKING THE HIGH ROAD

There are several pools of water along the path to the office, but the high ground is the fastest and easiest path to take. The bug will quickly get irritated and cause a ruckus, but Sly is too high up for the guards to hear or reach him. Start from the top of the ruins and use the vines to slide to the safe house.

At the peak of the safe house, ride down the next set of vines to the rocking tower. Scale the tower and glide down another series of vines from the swaying tower to the second level on the right side of the temple. Leap onto the structure and run to the stagnant pool of water to drop off the bug.



Take the high path to avoid detection.

VAULT SIGHTING

Like Dimitri before him, Rajan places his vault, holding the Voltage Attack move, in his office. Hunt for all 30 clue bottles to score this electrifying move.



BUG OFF

Sly can fight enemies while the bug is swimming. Use that opportunity to eliminate all of the guards before moving on to the next area.



When the coast is clear, take the bug up the stairs (dunk the bug in the pool if it gets too noisy) and jump to the door from the broken pillar to access Rajan's office door.

THE TIGER'S DEN

Rajan has set up heavy security in his office. Enemies notwithstanding, security lasers comb the floor. Jump in between the moving lasers and stay on top of the furniture while moving toward the pool in the office. Drop the bug into the pool and presto! The bug is ready to eavesdrop on all of Rajan's communications.

RARE LOOT ALERT!

On your way back to the safe house, locate the Crystal Flask on the pedestal near the tiger's office. Successfully backtrack to Sly's base with it and sell it for 352 coins.



LEADING RAJAN



JOB #4

With the "bug" listening in on all of the juicy gossip, the gang needs one more piece of intel to proceed. The power hungry tiger carries three blueprints with him that will help the gang understand his entire operation. Pinching these documents from the ringleader will require technical expertise…

BENTLEY'S LONG JOURNEY

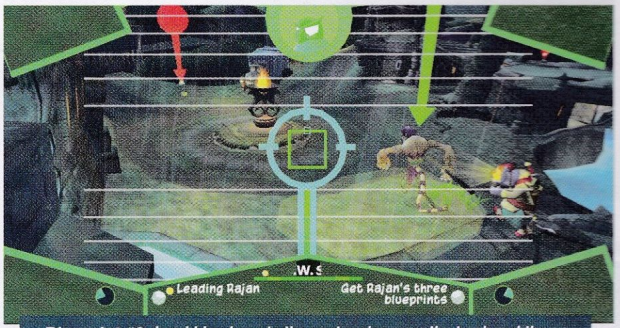
From the safe house, drop to the platform below. Head to the ground level and go between the pillars and the fountains, traveling around the building until Bentley reaches a bridge.

Take the bridge to the next level and proceed down the path next to the truck. Follow the path to the bridge that leads to the temple's entryway; take the bridge on the right and follow the path to the start point.





Blueprint #1: From the start point, fire darts near the stairs and watch him chow down. Once he falls asleep, take the first blueprint.



Blueprint #2: Lead him down to the next melon near the truck and the serpent lantern. Swipe the blueprint when the time is right.



Blueprint #3: Head to the rocking tower and wall-sneak the lantern and locate the next watermelon on top of the building with the waterwheel. Guide Rajan to the melon and lift the last set of blueprints to complete the job.

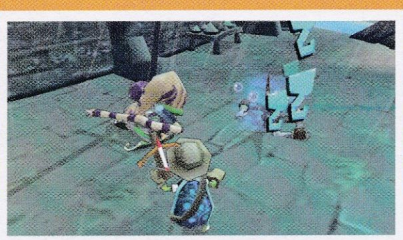
LET SLEEPING GUARDS LIE

Due to Bentley's limited fighting abilities, there is no need to eliminate all the ruffians in the jungle. Keep a safe distance from enemies and use sleep darts when appropriate. Moving through the jungle without making a sound is always safer. Remember that Bentley's bombs are very loud, so using them is like sounding an alarm.

The tiger is in sight and the turtle is in position. To steal these important documents, Bentley has equipped his sleeping darts with a sound emitter. He must use these modified darts to lure Rajan to his favorite food: Indian watermelons. Press R3 to use Bentley's binocucom and direct the arrogant feline to the watermelons. Once he devours the tasty fruit, he'll take a nap.

UNWANTED ATTENTION

The noise produced from Bentley's darts is too much; it will even alert any nearby monkeys and rhinos. If these lackeys show up, fire some darts to put them to sleep. Don't bomb the goons if they're near Rajan; the job will end in failure if he gets harmed.



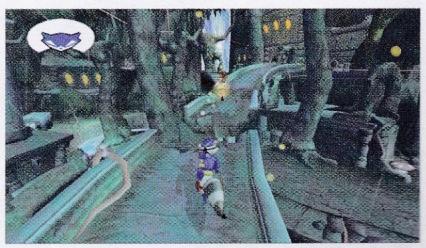
NEYLA'S SECRET



JOB #5

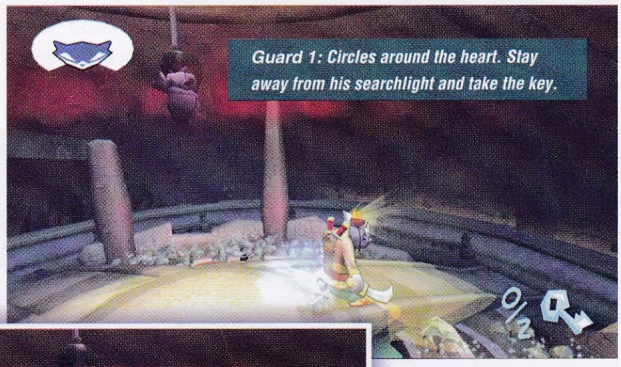
The gang's actions have spooked Rajan into hiding. Since the scared feline attached half of the Clockwerk heart to his staff, the gang has no choice but to lure him out. The crew hopes picking apart his spice ring does just that.

Move to the start point in front of the temple close to the waterfall to meet the lovely Constable Neyla. It seems she has discovered a secret entrance to the top level of the facility that holds half of the Clockwerk heart. Neyla quickly darts off for the entrance, so stay on her tail. If you fall behind, look for a trail of yellow sparkles.

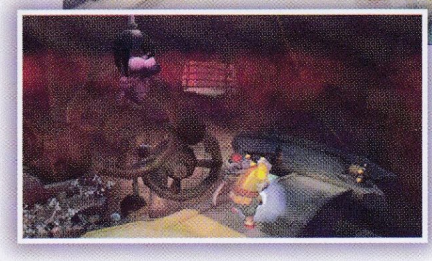


HEART OF THE MATTER

Sly is just a stone's throw away from half of the Clockwerk heart, which hangs suspended over the middle of the room. Pickpocket the two rhinos with the crane keys to release the heart. After swiping both keys, go to the crane and unlock the controls. Pick up the heart after it drops.



Guard 1: Circles around the heart. Stay away from his searchlight and take the key.



Guard 2: Watches over the heart in the middle of the room. Go to the water buckets and ride them across to maneuver behind this rhino.

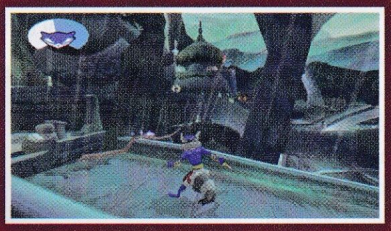
RAJAN'S CASH STASH

After picking up the heart, drop down to the wooden planks to find some briefcases stashed in a tiger mouth guarded by a force field. Hit the panel next to it and break open the cases to score a ton of coins.



RARE LOOT ALERT!

After leaving the secret entrance, walk across the vine on the broken bridge and wall-sneak to a vine. Climb the vine and pick up the Gilded Scepter on the pedestal. Quickly return it to the safe house, as the scepter will explode in a minute and a half. You'll net 447 coins for the scepter.



SPICE GRINDER DESTRUCTION

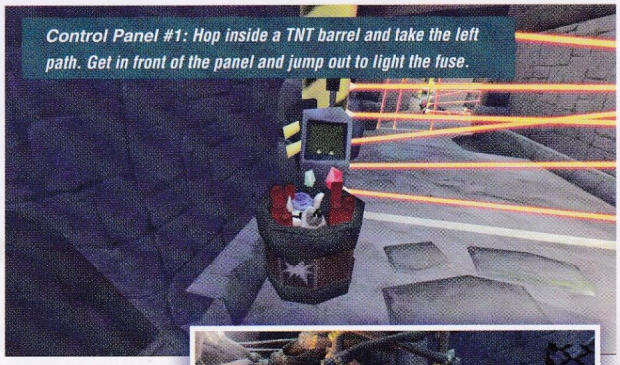


JOB #6

Seizing the other half of the Clockwerk heart is going to take some drastic actions. Taking out two birds with one stone, the gang has decided to demolish the spice grinder. The door to the grinding facility is near the water wheel east of the rocking tower. Go to the side of the building down where the serpent lantern is and wall sneak across the building face to get to the entrance of the spice grinder.

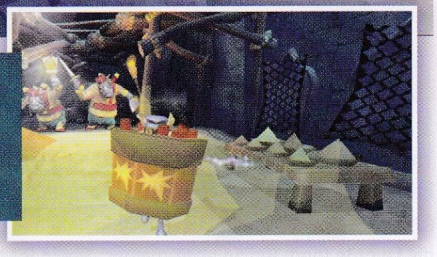
THE DAILY GRIND

Rajan has strengthened the security in the grinding facility. There are lasers everywhere, but whoever constructed the underground facility left TNT barrels lying around, which are perfect for blowing up laser control panels.



Control Panel #1: Hop inside a TNT barrel and take the left path. Get in front of the panel and jump out to light the fuse.

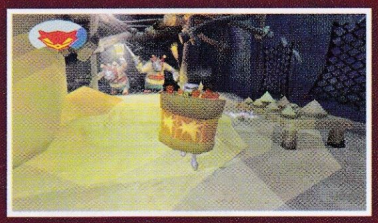
Control Panel #2: Get another TNT barrel and pass the next set of lasers to destroy another panel.



Navigate past the lasers on the ground and traverse the wall of deadly beams beyond it. Slink by the searchlights, make a left and elude the next two lasers to reach the spice grinder.

SHIELD OF DYNAMITE

The barrel is perfect for hiding, but it's a dangerous place to be when you get spotted. If Sly gets spotted by a rhino, then leap out of it and run away. Any attack on Sly while he's inside the TNT barrel causes it to explode.



Sly must deliver the TNT barrel on the bottom level to the grinding wheel a level above, and there is no shortage of obstacles in his way. More guards, searchlights, and laser fences block Sly's route.

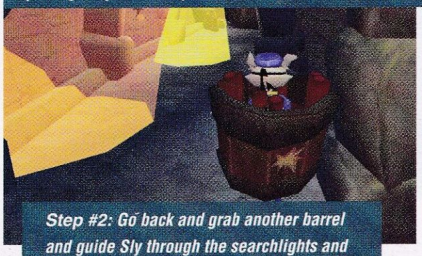
RAJAN'S CASH STASH

There are briefcases full of coins locked inside the grinder near where the TNT is being supplied. Hop in the barrel, blow up the door and collect the coins!

There is also another set of briefcases beyond the security force field across from the grinder. Walk up to the access panel, deactivate the field and smash the cases for some coins.

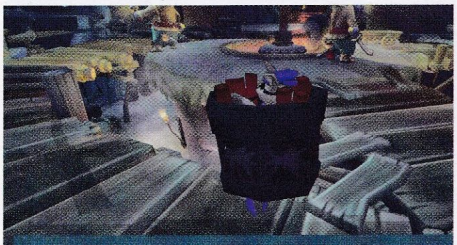


Jump down to the floor and knock out the two patrolling rhinos. It's much easier to move around inside a barrel with those guards out of the way.



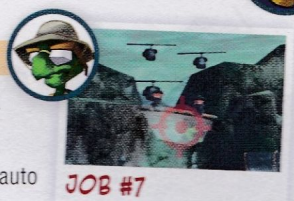
Step #1: Dive into a TNT barrel and move around the passageway to blow up the next laser controls panel.

Step #2: Go back and grab another barrel and guide Sly through the searchlights and past two more laser fences.



Step #3: Two more guards watch over the grinder. Creep up past their searchlights and place the bomb near the grinder.

BLOW UP THE DAM



JOB #7

Blowing up the grinder was only a taste of the Cooper gang's mischief. To further entice Rajan out of hiding, Bentley wants to flood him out. Luckily, Rajan has an auto pilot helicopter with enough firepower to level the dam. The copter is inside the truck near the serpent statue.



Rajan sends squads of gunships to protect the dam. While the autopilot does all the steering, Bentley mans the turrets. Focus most of your fire on the dam, but keep the reinforcements away. If they get too close, they will send a volley of missiles your way.

BEWARE THE MISSILES!

The chopper can dodge most of the missiles, but watch out for the spiraling missiles with red contrails. Those rockets will fly right at the chopper and cause damage.

RIP-OFF THE RUBY



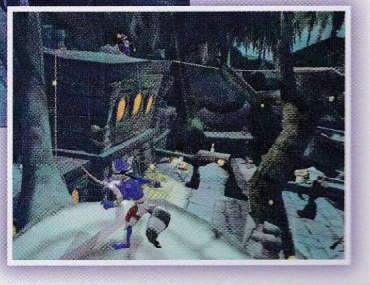
JOB #8

Demolishing the dam was not enough to flood the temple. Submerging the rest of the temple requires a large explosive and the resourceful Bentley has found one. A crime ring promises to trade the gang a Cherry Bomb 500 for the giant ruby that rests atop the monolith elephant statue.

Step #1: To reach the summit, head for the tower near the swaying ruins. Slide down the vine to the left that leads to the temple structures near the edge of the mountain.

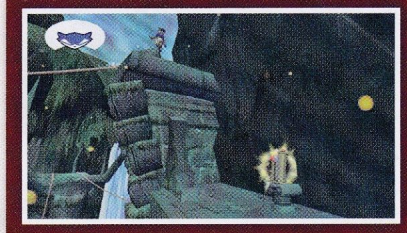


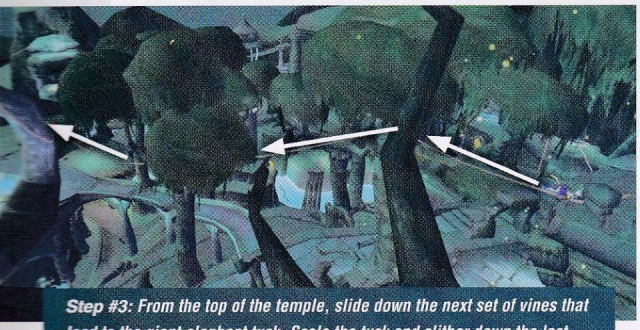
Step #2: Travel from one building to the next using a sequence of vines and trees to reach the top of the temple's eastside section.



RARE LOOT ALERT!

Below this section of the temple, there is a Golden Scroll Case sitting on a pedestal. You can get it now or return later after this job. The case is booby trapped, so you'll have 1:10 to return to the safe house for a whopping 402 coins.





Step #3: From the top of the temple, slide down the next set of vines that lead to the giant elephant tusk. Scale the tusk and slither down the last vine to the ruby. Hit it several times to make it fall, then make Murray use the stomp move to retrieve the crimson jewel.

CUSHY JOB

Bentley arrives to escort Murray and the fragile ruby to the first buyer. As Murray encounters some obstacles, the crafty turtle lays down some cushions for Murray to rest the ruby. Follow Bentley over to the first buyer.

The first buyer likes the merchandise and tells Murray to meet the next buyer. Follow Bentley, replacing the ruby from one cushion to the next all the way to the final buyer.



Bentley's route is littered with guards and large gaps. Walk carefully and avoid being spotted by the guards in the area and throw the ruby across gaps to the cushions. Once the duo reaches the buyer, he is satisfied with the gem and agrees to deliver the bomb during the operation.

OPERATION: WET TIGER



JOB #9

All the commotion the gang riled up was still not enough to stir Rajan away from his self-exile. Despite the fact that none of the Cooper gang can swim—the newly acquired Cherry Bomb 500 is sure to pack enough punch to drown the rest of the temple and lure the anxious tiger out.

HEAVY LIFTING

To start this operation, bring Murray to the start beacon at the satellite dish. Bentley meets up with the hulking hippo and sets up position atop the rocking tower. With Bentley watching Murray's back, go to the lever on the right side of the elephant's mouth. Once there, monkeys attack from the door. Defeat them before lifting the lever.



COVERING FIRE

Murray is in trouble! Use the turret and eliminate the hunter seeker bombs targeting the hippo. Each bomb parachutes down to the right of Murray's location, and once it touches ground, it rolls directly to him. Fire and destroy all of them or Murray is toast. When there are no more bombs, quickly tap ●, ■, ▲, or ✕ to finish the job.



FINAL BOMBING RUN

Now Sly needs to get the Cherry Bomb 500-infused barrel inside the temple. Jump into the barrel and sneak over to the mouth of the elephant. The crime ring dropped the barrel far from the mouth, so don't alert Rajan's thugs.



BOSS RAJAN



The massive explosion releases water throughout the temple, drawing the vengeful tiger from hiding. Neyla also shows up to confront Rajan. Follow her to meet with the "former" spice lord. Hop onto the mushroom to the right to get on top of the trunk entryway. Spire jump toward Rajan while avoiding the massive blots of energy he unleashes.



SHOCKING DEVELOPMENT

Watch out when Rajan raises his cane. When the Clockwerk heart is glowing, it means he's about to strike the pond water. Make sure Murray is on a lilly pad to dodge the attack.



DEAD GIVEAWAY

Pay close attention to Rajan when he fires the energy bolts. He will raise his staff and point it in the direction at which he's firing. Hop onto a spire away from his upcoming shot.



Face-to-face with the mighty tiger, Sly directs Neyla to aid him. Neyla doesn't comply and Rajan unleashes a bolt at Sly, sending the noble thief flying to the pond below.

Murray then leaps into the pond to rescue Sly. When the courageous hippo lands, he gets trapped in an energy field alone with Rajan. Dodge Rajan's wild swings. First, he sweeps the ground with his cane and then follows up with an overhead smash.



Continue evading Rajan's attacks and countering, as every three hits decrease his health meter. Eventually, he calls upon his goons for help. If Murray is low on health, then beat up the thugs to recover; otherwise, keep your focus on Rajan.

ON THE FENCE

Strafe around Rajan, directing him toward the fence. Knock him into the electric field to deal even more damage than a regular strike.



Episode 4: Jailbreak

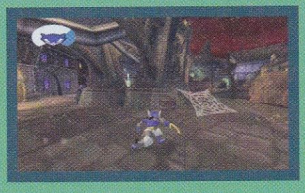
PRAGUE, CZECH REPUBLIC

Neyla's shocking deception has placed Sly and Murray under police custody. Lonely, yet determined, Bentley locates his compatriots' whereabouts—a maximum-security "reformation" facility at the edge of Prague's seedier district. If Bentley can pull it off, it will be one of the biggest prison breaks ever!

30 Total # of Clues

CLUE BOTTLE COMPANION

This bottle is underneath the bridge in between the support beams.



This one is on the roof of the safe house.



This clue bottle is also resting on a truss bridge.



Move to the lightning-rod-equipped house near the safe house and rail grind up the cable near the lightning rod. The clue bottle is on the prison wall.



Look for this clue on the truss bridge closest to the safe house along the rails.



Search on the roof of the train canopy behind the Contessa's house for this bottle.



Jump onto the main building's highest rooftop from the first floor and carefully walk around to reach this bottle.



There's a bottle resting on a cable above the lightning rod.



Swing from two hooks at the top of the main building to reach this bottle catching the airwaves on an antenna.



Search the area overloooking the tunnel from the prison wall.



NEW GADGETS ON THIEFNET

GADGET	PRICE
Adrenaline Burst	1000
Atlas Strength	900
Alarm Clock	600

LOOT

LOOT	SELLING PRICE
Bronze Medal	29
Silver Medal	54
Gold Medal	84
Topaz	39
Sapphire	81

LOOT	SELLING PRICE
Ruby	122
Ceremonial Lantern	451
Crystal Ball	504
Golden Orb	553

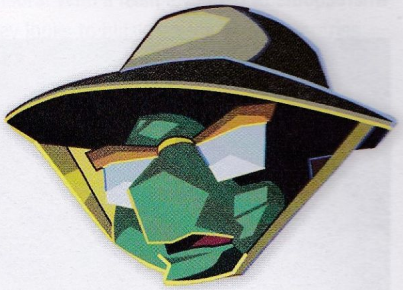
THE MARK: THE CONTESSA

Neyla's boss, the Contessa, runs this prison with a surprising 100 percent change in criminal behavior. The fortuitous penitentiary was once the base of operations for her recently deceased husband, a handsomely wealthy aristocrat. After his mysterious passing, the world-renowned criminal psychologist reconstructed the building into a seemingly impregnable prison.

THE SCORE: COMRADES

Sly and Murray are Bentley's best friends. His logical mind tells him that rescue is nigh impossible, but his heart tells him to risk it all for his pals.





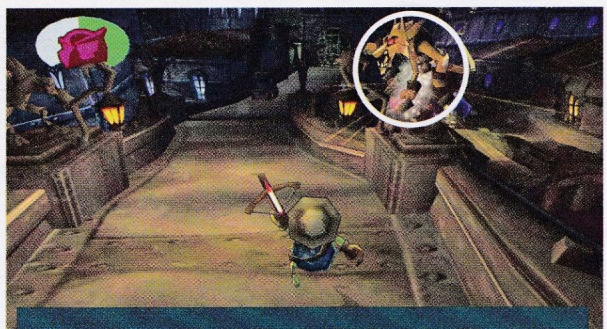
EAVESDROP ON THE CONTESSA



In order to rescue his incarcerated friends, Bentley does what he knows best. He sets up a safe house and prepares to gather further intel of the area before formulating a game plan.

MAXIMUM SECURITY

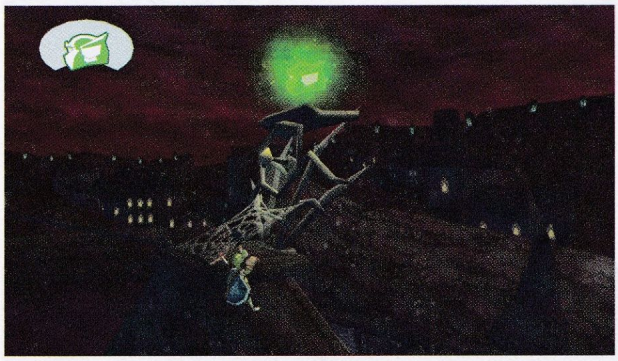
The prison and the streets outside are peppered with vulture, bat, and wolf guards. The Contessa's loyal minions are not your average flunkies. While many of them occupy the rooftops, be mindful of the wolf guards that imitate the statues adorning the buildings!



This statue is actually one of the Contessa's minions!

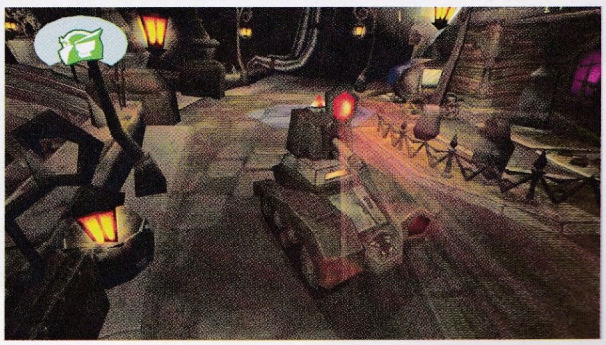
Hit the streets and head to the Contessa's house on the right of the safe house across the bridge. Tread lightly to the large bridge, but don't directly cross it; instead, use the paths winding around it. Cross the river by jumping from small boats to the dock.

Once across the bridge, jump on the carriage and use it to leap onto the roof of the house. Walk up the roof and hop on the spider web to reach the satellite dish, where the start beacon is located.

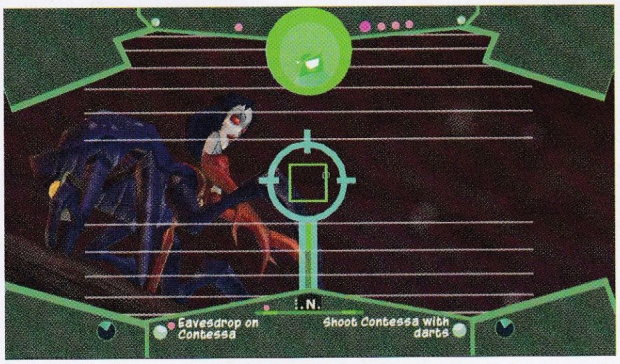


HEAVY ARTILLERY

A powerfully fortified tank circles the house. Unless Bentley wants to become cannon fodder, avoid the red searchlight emanating from the armored vehicle. A direct hit from its main cannon subtracts one-fourth of his health.

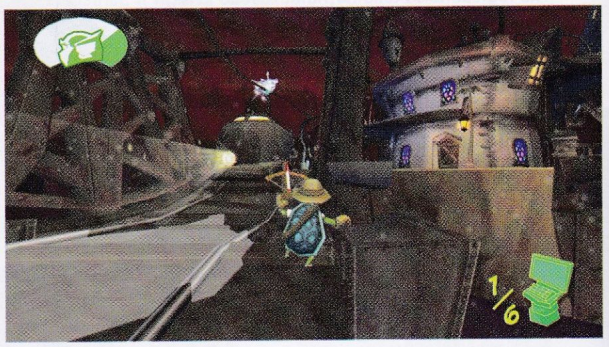


Spying on the Contessa from the dish is a good start, but hearing her would provide better information to Bentley's comrades. Use Bentley's newly modified sleep darts to gain the intel. Upon impact, the feathers transmit all of the sound vibrations in the area. Aim and fire the crossbow at the Contessa to overhear her conversations. She jumps around to three areas in the facility. Pick one and wait for her to spring up to the roof. Hit her three times to obtain the whereabouts of Bentley's pals.



CAN'T AFFORD TO BE NEUTRAL

While heading down the tracks, watch out for the train. Stay near the edge of the tracks to avoid the oncoming trains. With each control panel hacked, the train will get faster. Listen for the sound of the train, or Bentley will get turned into a pancake!



TRAIN HACK



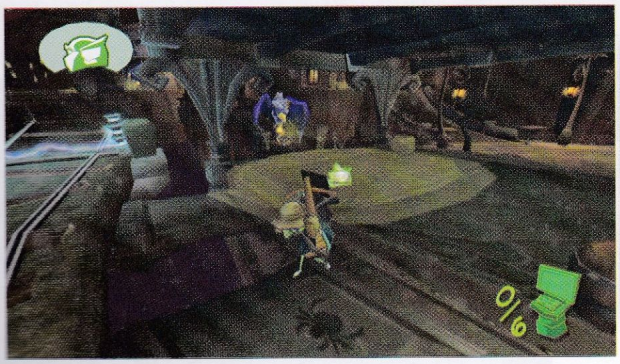
JOB #2

Bentley's snooping has revealed the Contessa is a fraud! Instead of treating her inmates, the devious arachnid uses hypnosis to make criminals reveal their hidden loot and honorable thieves Sly and Murray are next.

ON THE RIGHT TRACK

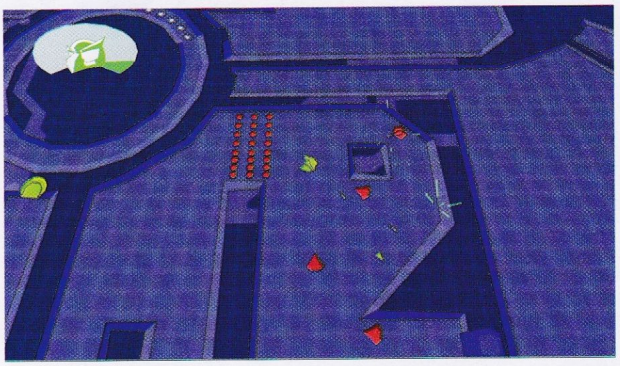
Traditional methods won't work on the walls surrounding Sly's position; they are too strong to rupture with bombs. But according to Bentley's calculations, if the train were propelled at top speed, then it would fly off the tracks with enough power to smash the prison wall.

Hack the train control systems along the tracks to speed it up. Follow the train tracks down to each control terminal. Note that some of the rails are electrified, so jump over them to avoid electrocution.

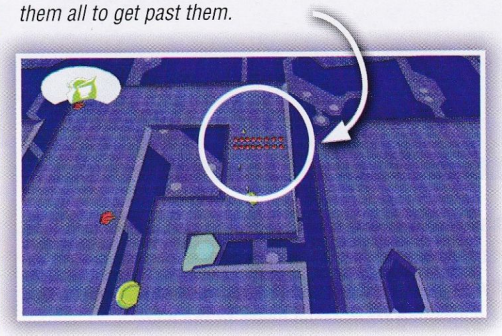


VIRTUAL INSANITY

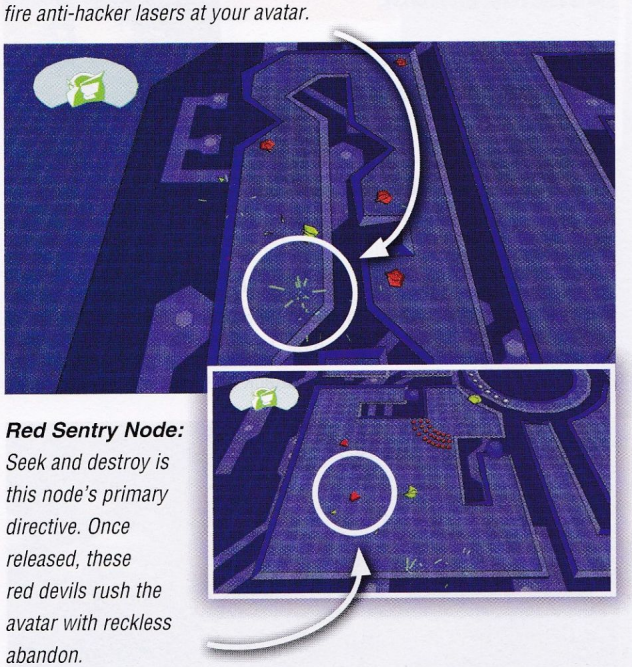
Bentley is equipped with the latest in hacker tech, but every train control terminal must be individually broken. Use his green cyber avatar to unlock the controls. Doing so is not simple, as each system is outfitted with a variety of countermeasures designed to stop any hacker.



Barrier Nodes: *These red dots block the cyber avatar's path. Eliminate them all to get past them.*

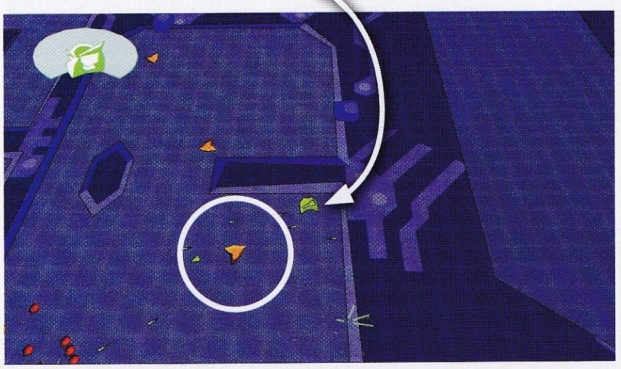


Red Security Node: *Steer too close to this stationary turret and it will fire anti-hacker lasers at your avatar.*

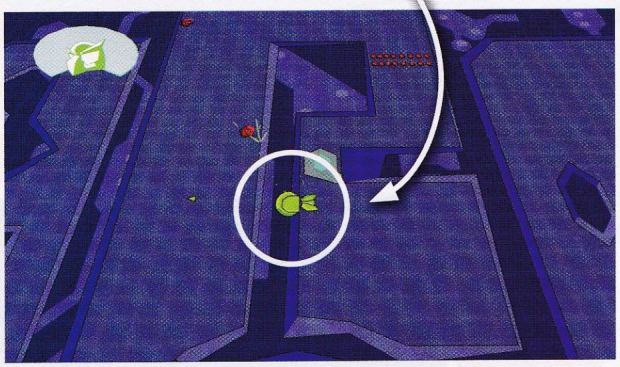


Red Sentry Node: *Seek and destroy is this node's primary directive. Once released, these red devils rush the avatar with reckless abandon.*

Orange Sentry Node: *Orange nodes not only track down the avatar down, but they can fire lasers.*



Green Access Point: *Dock Bentley's cyber avatar in these points to unlock gray barriers or complete the hacking.*



WALL BOMBING

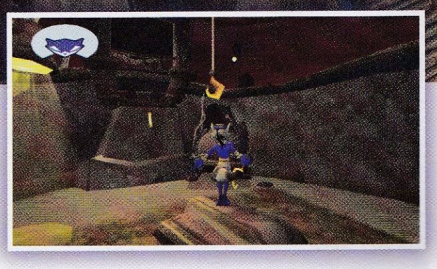
Bentley's hack transformed that rail car into a "bullet train," firing it into the prison wall near where Sly is being held captive. Before the raccoon can make his daring escape, the prison walls need to be swept clean.

The vulture guards keeping watch along the prison wall are equipped with motion sensors. With a remote controlled chopper under his direction, Bentley looks to blitzkrieg the winged sentries. Go to the start beacon on the roof of the building before the bridge to begin th bombing run.



Navigate the RC Chopper and drop bombs on the seven vultures patrolling the prison walls. Each winged villain goes down after Bentley delivers two bombs over their heads. Perform quick turns to dodge the heat-seeking missiles tracking down the chopper. Once Bentley's chopper knocks off all the guards, Cooper is free from captivity.





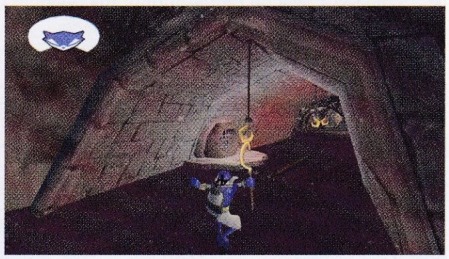
Hop on "the hole" Sly broke out of and jump to the hook. Swing onto the train and out of the prison. Now get Sly back to the safe house to reunite with his comrade.

BIG HOUSE BRAWL



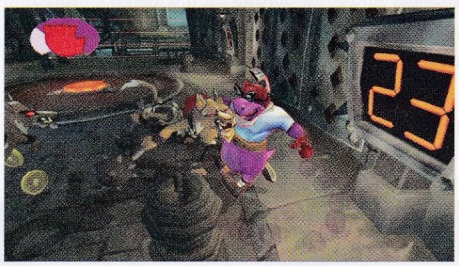
JOB #3

Now it's time to free Murray, who is still trapped inside the penitentiary. Bentley has planned several jobs that aid in breaking him out. Scuttle over to the start beacon on a boat at the mouth of the waterway under the prison's front entrance. From the dingy, traverse the hooks and branches toward the drainage pipe in the middle of the waterway. Crawl into the pipe to find Murray in cellblock "D."



LET'S GET PHYSICAL

Uh oh—Murray says he is being fed some strange spice, so the gang better bust him out quickly before their best friend becomes the Contessa's newest minion. If Murray can get thrown into solitary confinement, then it will be easier for Bentley and Sly to spring him out of jail. Leave the cell to enter the gym. Defeat about 50 inmates and Murray will be sent to solitary.



LEADER OF THE PACK

The weight room is fully equipped with different wolf-busting traps and weapons. Punch or throw the thugs into the lasers or force them onto the spikes for an instant knockout.

You can also toss a foe into the searchlight, which will fire at whoever is there. The hefty hippo can also stomp on the weights and throw them.



DISGUISE BRIDGE



JOB #4

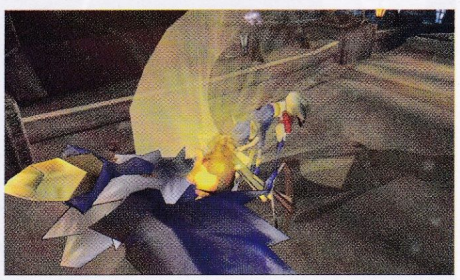
Murray's extreme fisticuffs have landed him in solitary and closer to freedom. Next up on the turtle's list are the pipes underneath the bridge. The pipes feed power to the prison security systems.

STRIKE A POSE

Rendezvous with Bentley and watch the demolition expert go to work. Retreat to the small bridge behind Sly, break the wolf statue off its pedestal, then press ◉ to hide. Let him walk by, then creep up behind him and unleash a sneak attack on the unsuspecting foe.

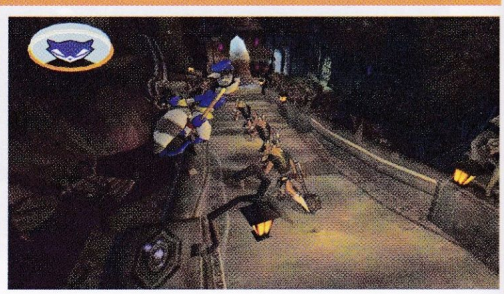


Bentley plants the first set of charges and moves to the bridge. Follow him up and pick a spot, opposite the bomb-carrying turtle, and pick off all the guards. He must set five more charges on the bridge to complete the task.



CUT OFF THE TAIL OF THE BEAST

When multiple hoodlums pass by the falsely frozen raccoon, Sly must subdue all of them or they will attack Bentley, ending the job. To make things easier, sneak attack the goon covering the rear of the line and finish off the rest of them.



CODE CAPTURE

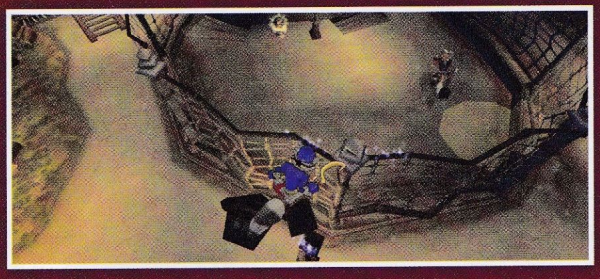

JOB #5

The next two jobs are located in the prison courtyard. To break into the prison, go to the first house to the left of the safe house. Ascend to the rooftop and watch for the searchlight and any security patrolling the roof. Climb up the pipe to access the scaffolding, then clasp the hooks and swing to the vent on the other side.

TRIPLE RARE LOOT ALERT!

The Contessa keeps all of her most prized possessions in the prison courtyard. Grab these three treasures in between jobs for some cool coinage.

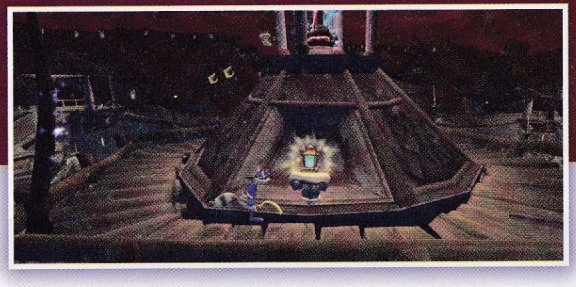
Great fortune is in Sly's future if he manages to bring this Crystal Ball back to the safe house. Use a lightpole to get over the gate, located to the right of the main building. The ball is rigged to blow in 1:30, so return it to the safe house in time for 504 coins.



The Golden Orb sits in the courtyard next to the water tower/giant robot. This loot is also booby-trapped; you have 1:40 to land 553 coins!



The Ceremonial Lantern is resting on the roof of the main building. Give it to Bentley and it sells for a hefty 451 coins!



FISHING FOR CODES

The security system is down, but the alarms are still functioning. Scale the main building in the center of the courtyard to reach the start beacon. It seems the Contessa has installed an elaborate alarm system that surrounds the entire prison. To better understand how the prison alarm systems work, Bentley wants to see the alarm access codes.

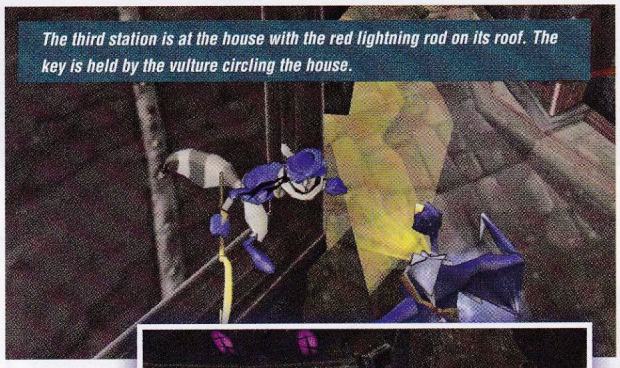
Pickpocket the vulture guards carrying the key to the terminals. Unlock the terminals and set off the alarm. Retreat to a safe distance and snap a photo of the code when the dimwitted birds return to turn off the alarm. It takes only four codes to decipher the structure of the system.



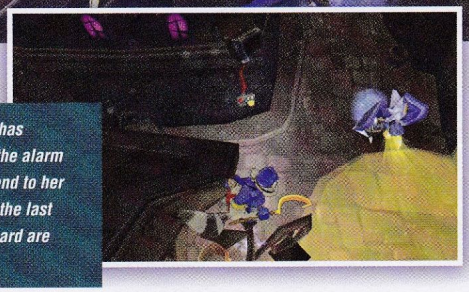
The first security station and the guard with its key are near the start beacon.



Scale the house next to the one used to enter the prison. The guard stands watch directly in front of the station; ring the bell to draw him out.



The third station is at the house with the red lightning rod on its roof. The key is held by the vulture circling the house.



The Contessa has cleverly built the alarm system to extend to her house, where the last station and guard are located.

CALM BEFORE THE STORM

The lightning strikes create static interference to the binocucom's holographic projections, so Sly has to search for red lightning to find the rods. At each lightning rod, turn all three wheels to deactivate them. When all five rods are shut down, the only target left for the lightning is the "attack robot." After the last rod is switched off, a large lightning bolt strikes the water tower.

LIGHTNING STRIKES

Lightning strikes the rods when the area glows red. Steer clear of the strike or your goose is cooked. Also, the more lightning rods Sly deactivates the more frequent the lightning strikes become.



LIGHTNING ACTION



JOB #6

Bentley assures Sly that the innocent looking water tower is actually a giant attack robot. To proceed with the rescue operation would result in a horrific encounter with the bot. To neutralize the metal destructor, return to the courtyard. The start beacon is on the topmost roof of the main building. Get on top of the prison wall and spire jump from the searchlight closest to the main building to reach the roof.

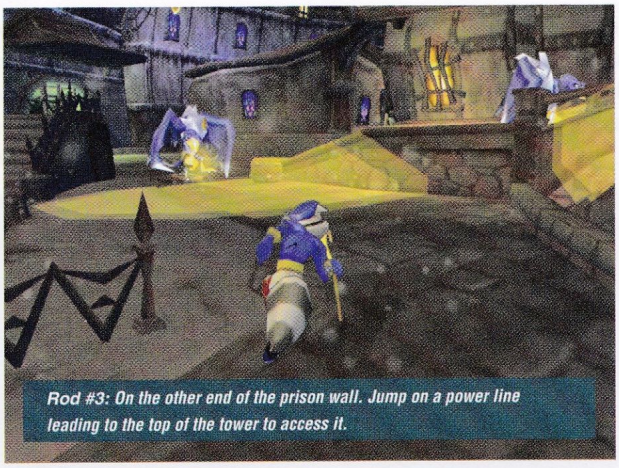


Rod #1: Near the start beacon at the very top of the main building.

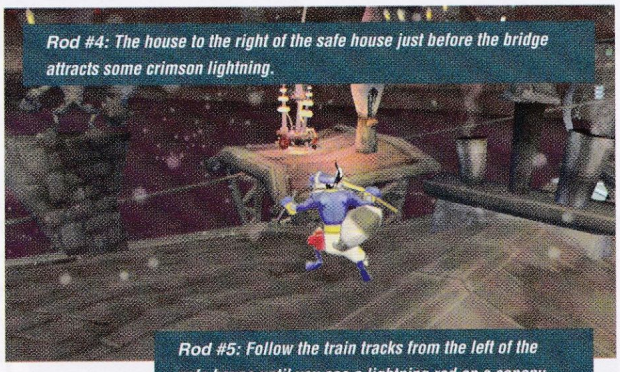




Rod #2: Return to the prison wall and turn left from the searchlight. Climb the pipe on the tower next to the lightning rod and walk the cable connecting them to deactivate it.



Rod #3: On the other end of the prison wall. Jump on a power line leading to the top of the tower to access it.



Rod #4: The house to the right of the safe house just before the bridge attracts some crimson lightning.

Rod #5: Follow the train tracks from the left of the safe house until you see a lightning rod on a canopy.

VAULT SIGHTING!

Break off the vent cover on the back of the Contessa's house. Squeeze through to the lair of the eight-legged miscreant, where you can find the vault that carries the Rage Bomb. Collect all 30 bottles to obtain this helpful move.

CLOSE TO CONTESSA



JOB #7

There's one last piece to gather before the hippo heist can begin. Remember that annoying tank circling the Contessa's house? Bentley has hatched a plan that requires control of that vehicle, but the keys are with the Contessa. Revisit the spider's house and reach the corner of the roof with a rope leading to the prison wall. Walk the line and leap to the scaffolding. Now drop down to the start beacon below to locate a distressed Contessa marching to her house.

WEB OF DECEPTION

Commandeering the tank requires two keys and its patrol schedule, and the Contessa has all three on her person. To successfully grab these items, pick off the Contessa's bodyguards one-by-one and swipe the tank stuff, but do so without alerting the Contessa. She investigates every security disturbance, even bounding up to the rooftops, so stay out of sight.

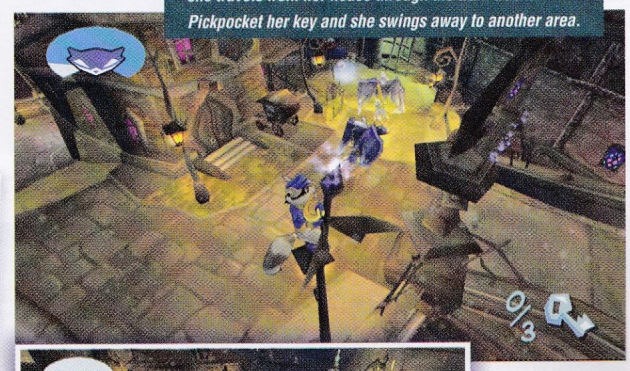


"SLY"GHT MISDIRECTION

Sly can draw the guards away from the Contessa in a variety of ways. Breaking things behind the vultures, or ringing nearby bells will attract their attention long enough for Sly to shadow and pacify them.

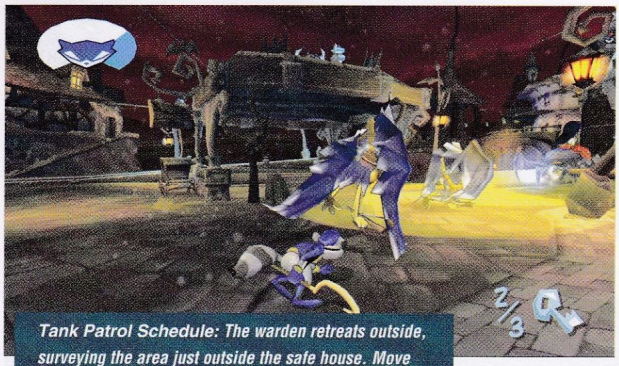
Sly also can sneak attack the rear guard and retreat to a hidden position—lightpoles and barrels are perfect for hasty concealment.

Tank Key: The Contessa starts making her rounds outside of her house. Two vultures accompany her as she travels from her house through the train tracks. Pickpocket her key and she swings away to another area.





Tank Ignition Key: Return to the prison courtyard; three vultures follow her this time around. Watch out for wolves, bats, and the searchlights.



Tank Patrol Schedule: The warden retreats outside, surveying the area just outside the safe house. Move around the rooftops with caution as plenty of bats and wolves are in the area.

OPERATION: TROJAN TANK

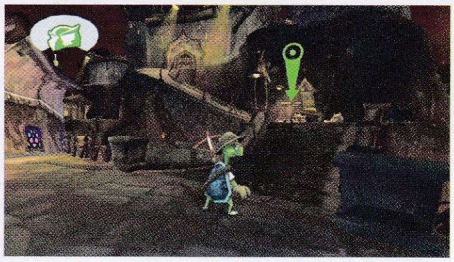


JOB #8

The preparations have kept Murray waiting long enough. The stage is set for the strong-armed hippo's big break. Nobody the wiser, the Contessa's high-level security team is about to welcome two intruders at the front door.

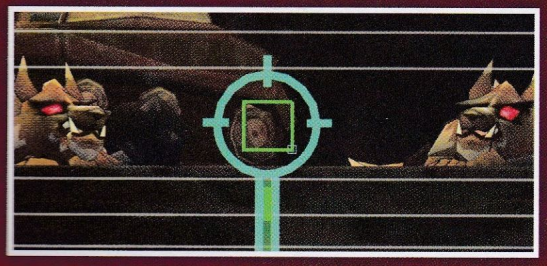
TANK YOU, COME AGAIN

According to the tank's patrol schedule, the armored vehicle is set to enter the prison soon. Switch to Bentley and initiate the job in front of the safe house. The tank is parked at the bottom of the ramp.



NAPPING ON THE JOB

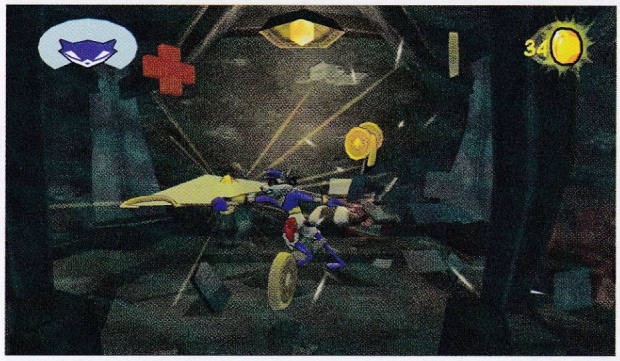
Two wolves are lounging in front of the tank. Look through Bentley's binocucom, aim, and then hit one of the wolves. Swiftly target the other wolf; blast it sky high and take the tank for a joyride.



After Bentley raises the tank, make Sly crawl underneath the tank in between the tracks. Once there, match its pace as it rolls to the entrance. Bentley makes short work of the front door, shattering it open with cannon fire.

BACK IN THE SLAMMER

Once inside the prisoner, exterminate the spiders and pull the lever to enter the prison halls. A gate blocks entry into Murray's cell and the access console is in the guard control center on the top floor.



CELL OUT

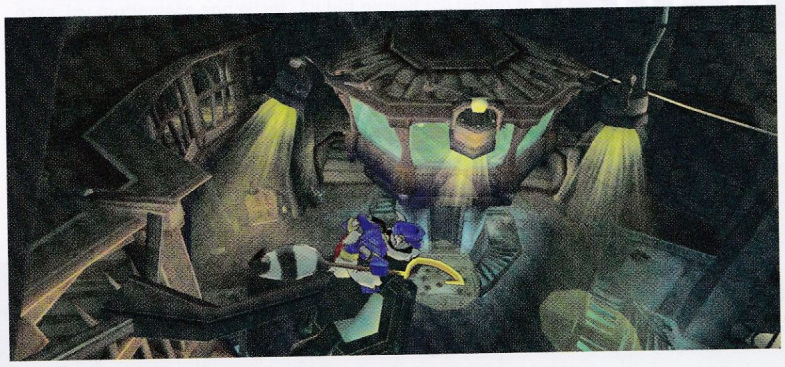
Dispatch any inmates (knocking them over the edge usually yields faster results) that emerge from their cells. Sly's health running low? Need a few coins? Break into the cells and bust up the objects within for some loot and health.

Dodge the searchlights and spike traps en route to the stairs to the second floor. Take advantage of hooks to swing over traps and hop from the unstable girders to the other side. At the end of this floor, latch onto the hook on the right and swing to grab a pipe leading to the next level.

As Sly makes his way up the pipe, use the hooks to soar across the gaps to another pipe. Scale the pipe and spire jump the searchlight. From the light, jump onto the platform and fight off some spiders. Hop onto the searchlight and leap to the control center roof.

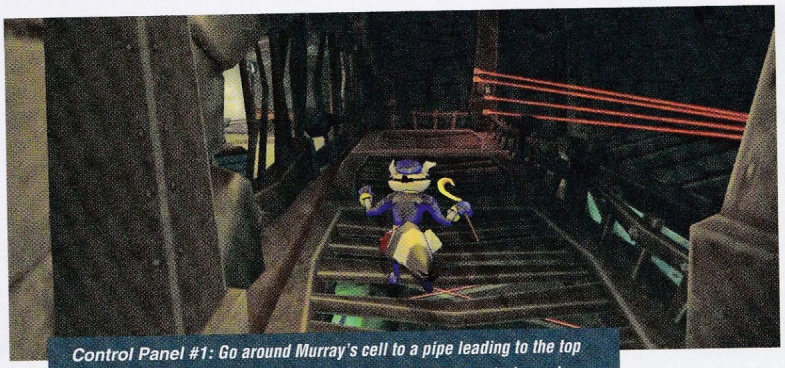


Atop the control center, defeat some more foes and dart to the pipe on the other side. Take the pipe down and jump into the control center. A truly dedicated vulture watches over the gate console. Sneak behind the winged sentry, knock him out, and access the switch. Drop down from the control tower to the first level and meet up with Bentley.



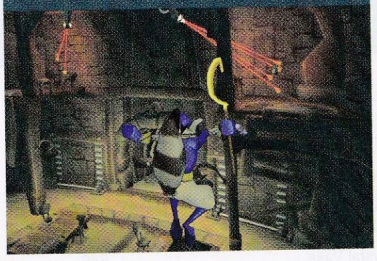
THAT'S A SPICY MEATBALL

Looks like the spice Murray was being fed is affecting his personality. The solitary confinement cell barrier is too tough to crack open alone, so Bentley and Sly plan to activate the hypno boxes to take advantage of their friend's strange behavior. Hack the three control panels to further enrage Murray and bust him out of the cell. Each control panel is protected by lasers and the gang's hacker extraordinaire is charged with deactivating them. Take control of the cyber avatar once more and bypass the security nodes to unlock the control panels.

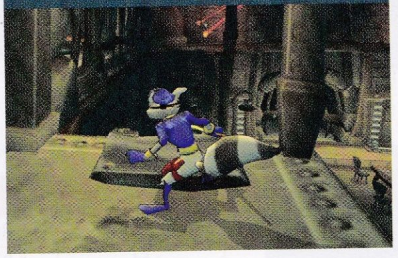


Control Panel #1: Go around Murray's cell to a pipe leading to the top of the cell. Jump over the lasers onto the catwalk to the control panel.

Control Panel #2: Go to the other end of the catwalk, swing on the hooks, and spire jump across to the panel.



Control Panel #3: Return to the catwalk to access the last panel. Navigate past the unstable platforms and across two more hooks.



OLE'!

Murray is free but out of control! Eliminate two birds with one stone by using the hopped-up hippo to destroy the hypno boxes. Stand in front of one of the boxes and let Murray charge. Leap away at the last moment to make him clobber the box. Repeat this process until all four boxes are turned to rubble.



CONTRABAND OF THIEVES

Murray tells the rest of the crew that he managed to keep the other half of the Clockwerk heart away from the Contessa. As Murray, rapidly press all the face buttons to lift the gate so the crew can chase after her.



SUGAR, SPICE, MURRAY NOT NICE

Murray and the rest of the gang pursue the Contessa and a furious Murray is looking for some payback. Catch up to that temptress and end her law enforcement career. Unfortunately, the Contessa manages to escape Murray's wrath and hops on a blimp.

SELF-DESTRUCTIBLE OFFSPRING

The Contessa drops spiders along the path, slowing down the gang's pursuit. After a brief moment, the giant spider starts blinking. The blinking gradually increases, followed by a large explosion. Squash that unstable insect before it sends Murray and company flying off the facility!



Episode 5: A Tangled Web

STILL IN PRAGUE...

There is a war brewing in the streets of Prague. Humiliated by the Contessa's ruse, Interpol grants Neyla an entire battalion to bring her in. However, the infamous spider won't go quietly. She has fortified herself inside her elaborate castle estate. Recent information has revealed that she possesses a Clockwork part, which puts the Cooper gang squarely in the middle of the conflict.

30 Total # of Clues

CLUE BOTTLE COMPANION

A bottle seeks freedom from its oppressor on top of the monument in the town square.



Taking cover from the bombers, this bottle protects itself in the sewers.



These two bottles are on the two power lines.





This one is pinned down and surrounded by tanks in the castle grounds.



The estate's roofs seem like the perfect place to hide out until a proper rescue surfaces.



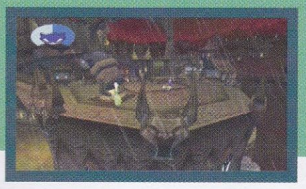
This one is teetering on a crypt's spire near the wolf priestess tomb.



This bottle is hanging from a hook on the castle's rear archways.



There's a bottle on top of the cage tower.



Look behind the searchlight atop the crypt around the back of the tomb.



NEW GADGETS ON THIEFNET

GADGET	PRICE
Health Extractor	1050
Raging Inferno Flop	1150
Paraglide	600

LOOT

LOOT	SELLING PRICE
Bronze Medal	29
Silver Medal	54
Gold Medal	84
Topaz	39
Sapphire	81

LOOT	SELLING PRICE
Ruby	122
Crystal Vase	546
Royal Tiara	601
Jeweled Crown	652

THE SCORE: CLOCKWERK EYES

An account of the Clockwerk eyes taken from the Thievious Raccoonus: "And see I did off the port bow, the frightening gaze of an eagle. My strong and seaworthy crew, transfixed in its terrible gaze, lay motionless and silent. All but myself fell victim to its heart-stopping stare—perhaps my eye patch protected me during the ordeal—and I alone manned the ship away from the flying beast. I fear it may strike again…

--Henriette "One Eye" Cooper

KNOW YOUR ENEMY

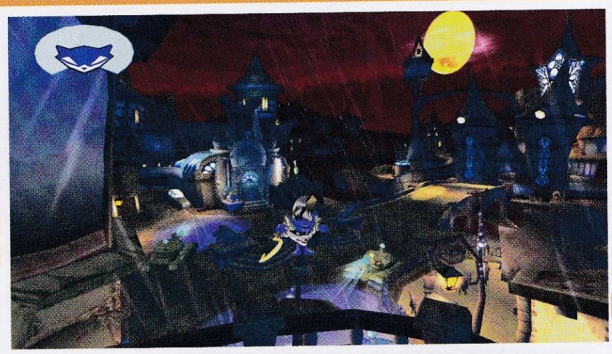


JOB #1

Getting around this dangerous section of the city presents new challenges for the gang. Scouting out the area should reveal opportunities to manipulate both sides to the Cooper crew's advantage.

PANZER EAT YOUR HEART OUT

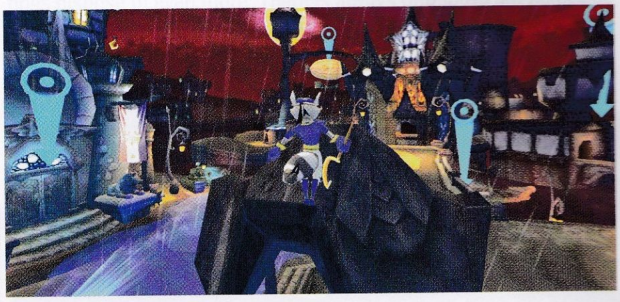
The lone tank patrolling the Contessa's prison was a problem, but now an entire squad of them roams the streets! Stay behind the tanks and avoid their blue searchlights. When spotted, a shell blast will reduce almost half of Sly's health.



Sly must take some recon photos of the city and the castle estate. Leap onto the building in front of the safe house to arrive at the start beacon. From there, shoot some photos of the Contessa's boat and the blimp.

While avoiding the tanks, get on top of the monument in the middle of the town square using one of the lion statues. Snap a photo of Neyla's headquarters located to the left of the safe house.

Proceed down to the sidewalk that runs along the river and take a stroll to the bridge adorned with wolf statues. Defeat any foes that appear, scale the light pole and leap onto the castle's outer wall. Rub out the wolf stationed here and look through the binocucom. Take a photo of the assault tank circling the castle's right tower.



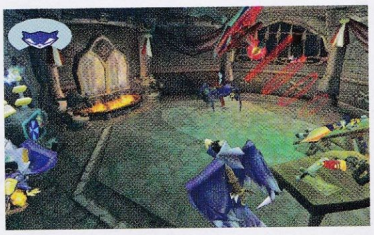
THE RE-EDUCATION OF CARMELITA

With the scouting photos taken, Sly must undertake the long hike to the ominous Re-Education Tower. After taking the photo, rail grind up the castle and turn left toward the main estate. Use the spider web on the other end to launch to the archway. Scramble up the pipelines to the roof and jump onto the balcony.

Inside the secret tower, Sly is shocked to find his favorite officer, Carmelita, undergoing some severe reprogramming by the Contessa. Unable to help, Sly takes photos of the disturbing scene.

Capture the following photos:

1. *The old terminal next to Sly*
2. *A struggling Carmelita on left*
3. *The Contessa's elite shadow guards*
4. *The Clockwerk eyes on the ceiling*
5. *The rare mind shuffler.*



GHOST CAPTURE



JOB #2

Sly can't ignore a damsel in distress, so the gang must move quickly to take the Clockwerk eyes and rescue Carmelita. To begin this job, head to the roof of Neyla's Headquarters. Swing on the two hooks and slide down the power lines. Touch down on the cemetery and clamber up the tower's support beam to the start beacon.



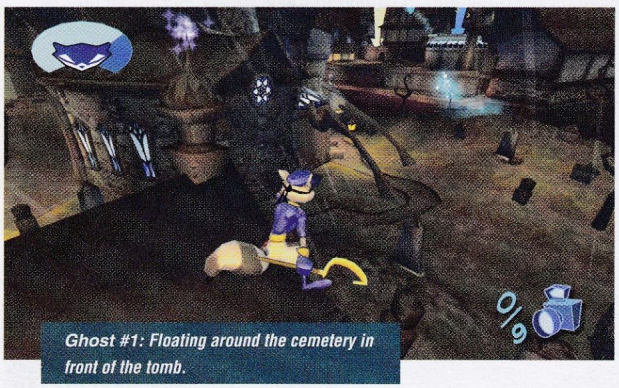
EVIL WOLF PRIESTESSES

Drop down to the cemetery and enter the nearby tomb. An assuredly evil wolf priestess holds captive many souls deep within the tomb. Of course, the patrons for the priestess have set up traps for their long dead witch. Grasp the swinging guillotines to avoid the deadly spikes on the ground.

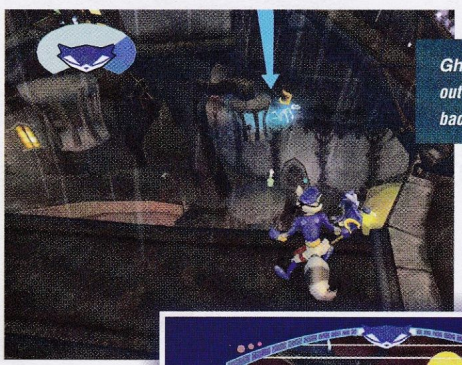
Once past the spikes, venture deeper into the tomb to reach the priestess' final resting place. As Sly advances forward, guardian wolves ambush him. Ignore the wolf pack and destroy the coffin to free the lost souls.

PARANORMAL WRANGLING

The recently released apparitions must be captured once again. The highly versatile binocucom is now modified to capture ghosts—what can't it do? Hunt down nine ghosts drifting throughout the city. The first six are near the castle, while the others venture outside. When you're finished, get onto the roof of Neyla's HQ and drop the phantoms down the chimney.



Ghost #1: Floating around the cemetery in front of the tomb.



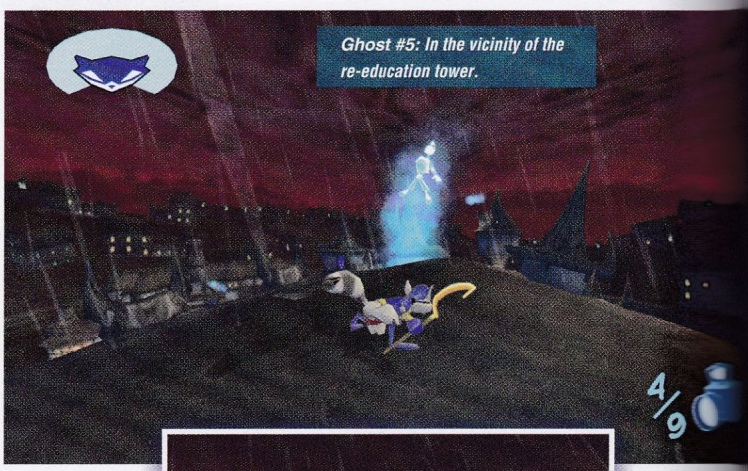
Ghost #2: Spooking out guards in the back of the castle.



Ghost #3: Near the guillotine behind the castle.



Ghost #4: Joining the tanks on the right side of the castle.



Ghost #5: In the vicinity of the re-education tower.



Ghost #6: On the rooftop of the guard control tower (behind the re-education tower).

Ghost #7: Haunting the houses across the wolf bridge.
Ghost #8 & 9: Near the safe house and Neyla's HQ.



MOJO TRAP ACTION

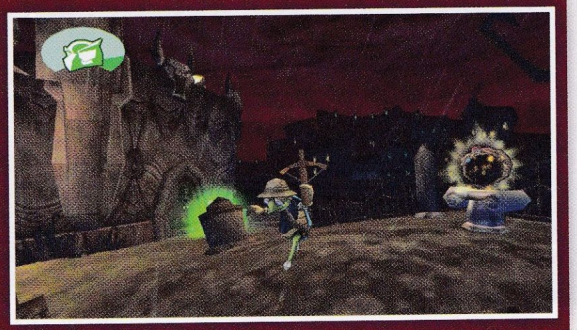


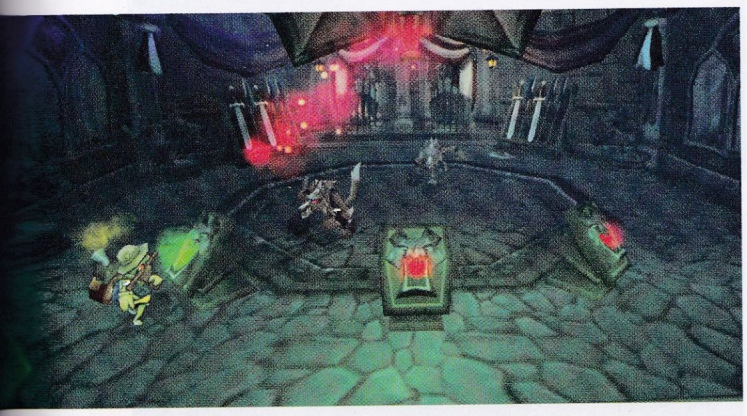
JOB #3

Bentley's supernatural assignment involves gathering some bad mojo to disrupt the legendary mind shuffler. Head to the first crypt near the building behind the tomb.

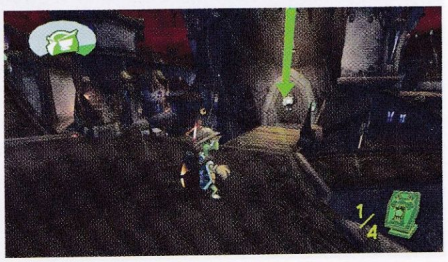
RARE LOOT ALERT!

Before venturing into the crypt, you can line Bentley's shell with a whopping 601 coins by snagging the Royal Tiara just outside the crypt. The treasure withers away in 1 minute and 15 seconds, so get it back to the safe house!

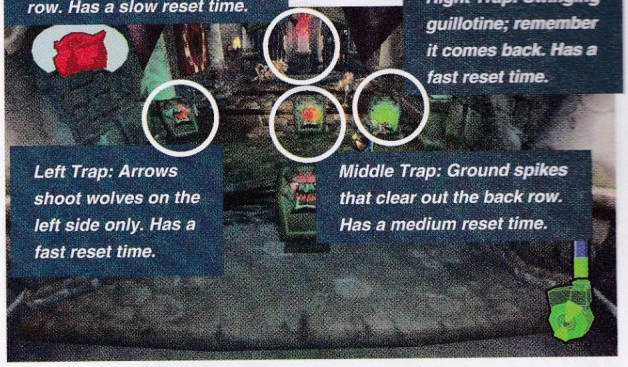




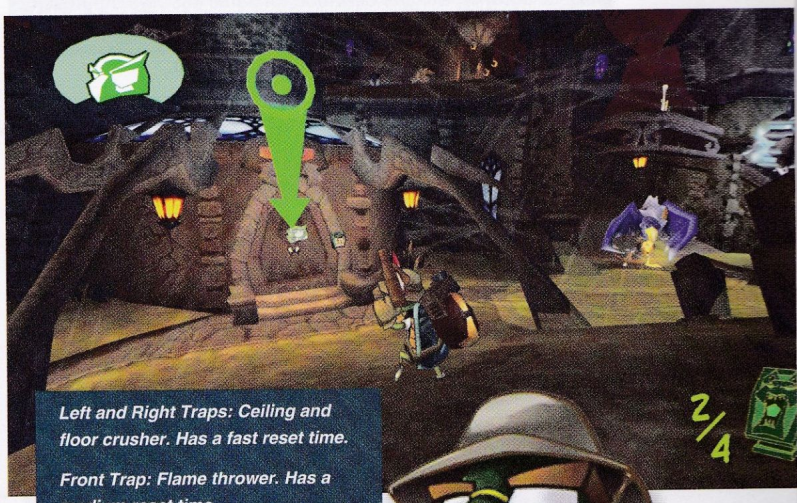
Crypt #1: Grab the bad mojo collector and start collecting. Packs of wolves stream into the crypt to disrupt Bentley's efforts, but use the three green switches to trigger the center stone death traps. The semi-magical device explodes when hit, so make sure to fend off all the canines until the mojo meter is full. With the first of four cylinders full, it's time to track down the next three crypts.

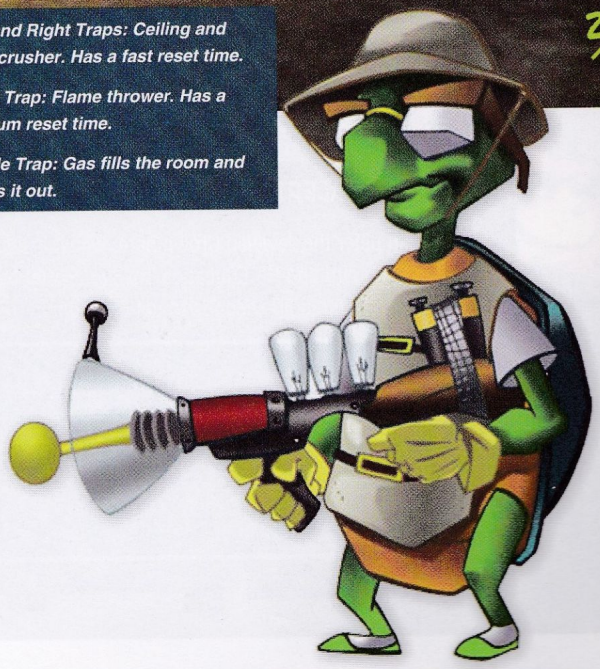


Crypt #2: Take the path to the castle's second level and walk around the estate to the next crypt. The next three crypts are swarming with wolves, so use the traps wisely. The switches reset at different intervals, so identify which one loads faster. The fast traps are capable of eliminating one or two wolves, while the slower ones dispose of even more. There is always one trap that clears the room, but it takes a while to reset, so only trigger it as a last resort.

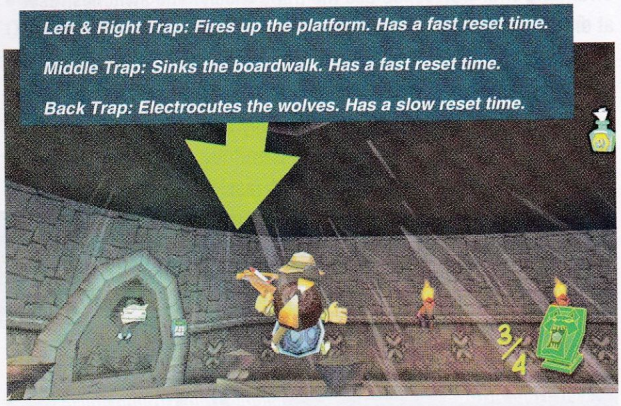


Crypt #3: Go to the base of the Re-Education Tower.





Crypt #4: Drop down the well in the castle courtyard to access the last crypt door located in the docks.



KIDNAP THE GENERAL



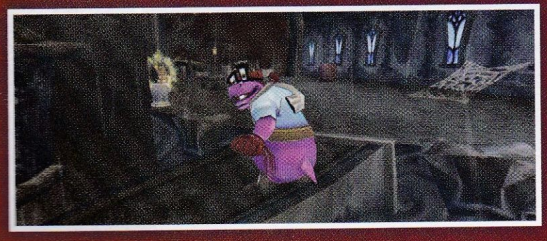
JOB #4

The security turrets keep Neyla's tanks at bay and the gang wants the codes to instigate the battle. Murray, the crew's muscle, is going to strong-arm the head of castle security, General Clawfoot, for some answers. Approach the path past the cemetery up to the archway level. The start beacon is near the Cage Tower next to the guillotine patio.



RARE LOOT ALERT!

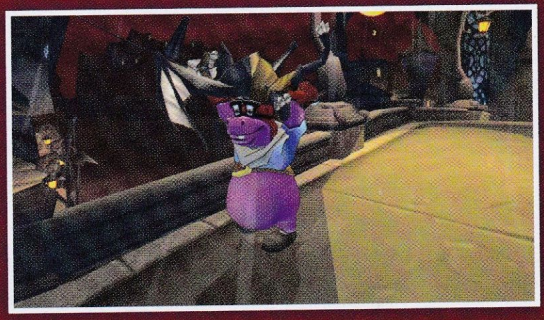
Murray can pilfer the Jeweled Crown here, which is located between the guard and Re-Education Towers. Sprint back to the safe house within 50 seconds to net 652 coins.



Clawfoot is gallivanting nearby. To no one's surprise, he makes quite a bit of noise when held above Murray's head, attracting all the guards. Use the batty general as a projectile against other foes and finish them all off before grappling the old bat again. Upon returning Clawfoot to the safe house, Bentley interrogates the general, working on his most sensitive areas.

RESILIENT BAT

Clawfoot can handle all of Murray's vicious blows and throws. Like his captors, though, he can't swim and isn't too fond of fire. Keep him away from both and he'll be fine.

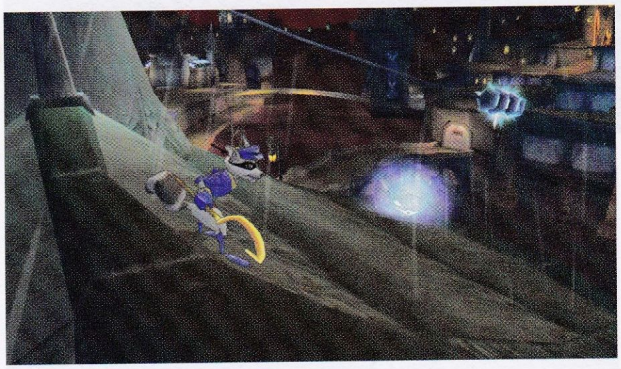


STEALING VOICES



JOB #5

The Contessa is planning to use a voice modulator to fool Neyla's mercenaries into taking false orders, but not if the Cooper crew takes advantage of the devices first! Successful auditory trickery will require access to more secure areas of the castle. Get Sly over to the start beacon at the house next to the wolf bridge.



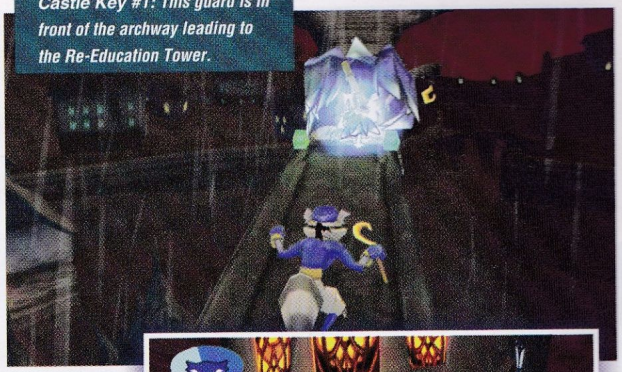
INTERPOL BOMBARDMENT

Bentley's math was a little off: Neyla reacted to her haunting with a fleet of bomb dropping biplanes! These flying menaces are attacking the castle at will. Look for shadows with red spots on the ground—a bomb accompanied by an explosion will meet those who fail to move.

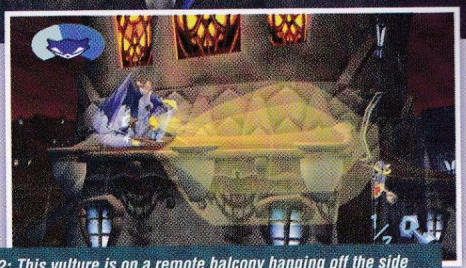


ROBOT IMPERSONATORS ARE THE BEST

The undistinguishable voice modulator is Sly's next target, but before he can visit the Constessa's decadent estate, it is time to relieve two vultures of their keys.



Castle Key #1: This guard is in front of the archway leading to the Re-Education Tower.

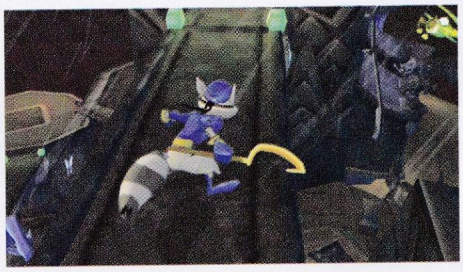


Castle Key #2: This vulture is on a remote balcony hanging off the side of the guard tower.

HOT WIRE

The Contessa keeps her wiretap in the guard control tower and the vultures have the keys to that tower. Both vultures are too close together to sneak attack. Stay away from the glow of their flashlights, then slink behind each of them and swipe their keys.

After acquiring both keys, trek to the guard control tower door at the archway. The guard tower truly lives up to its name—it's full of wolves. Sneak by them or clear the room to garner the wiretap.



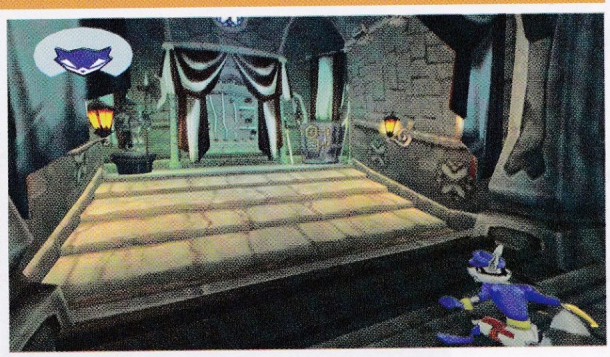
Now that the guards are light two keys, depart to the castle estate's front door. Ready for an attack from the authorities outside, a guard stands ready in every room. Smash the lantern to draw the guard away from his post, then sneak to the next room.

To distract the next vulture, hit the lantern and crawl underneath the weapons rack. The voice modulator rests on the other side of the room.



VAULT SIGHTING!

Learning from her last encounter with Sly, the Contessa stored her prized music box in the guard control tower. Passed down through generations of arachnids, this family heirloom puts anyone who hears its song in a deep sleep. Amass all 30 bottles in the war torn area to gain this helpful trinket.

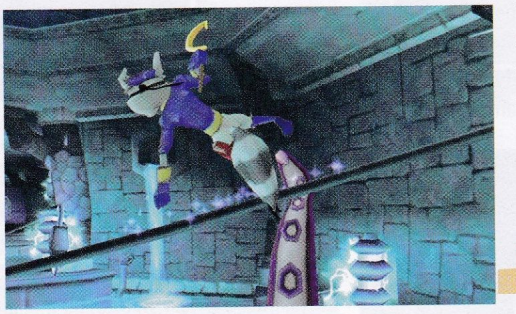


POTTY MOUTH

Both devices have been secured and all that remains is to install them beneath Neyla's HQ. Unfortunately, Sly needs two more keys to access the sewers. Set out for the guillotine. Two vultures are circling the dreaded machine. Get behind their sights and pickpocket both of them.

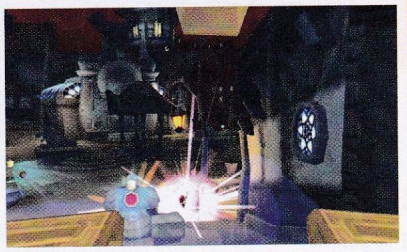


Enter the sewer through a runoff drain on the sidewalk along the river. After crawling through the drain, enter the door to reach the sewer. Jump and slide along the wires to the other side but watch out for the octopus arms and the power couplings. Swing across deeper into the sewer to find some wolves keeping a sharp eye on Neyla's satellite wires. Pacify the mangy guards and connect the devices to the wire.



TANK CONTROLS

Each control stick maneuvers the corresponding tank tread. The right stick rolls the right treads and the left stick controls left treads. Push both sticks forward to drive the tank forward, backwards to reverse it, and direct the sticks in the opposite directions to rotate quickly. Place a target in front of the cannon and press R1 to launch a shell.



Maneuver the armored beast across the bridge to the tanks roaming the town square. To be safe, focus on one tank at a time as your tank will absorb more damage when fighting multiple tanks. Run down objects and guards if the tank's armor gets too low. Blow up all six tanks to complete the job.

TANK SHOWDOWN



JOB #6

Neyla's call for aerial support created an unbalanced playing field. Knocking out a few Interpol's tanks should even things up a bit. As the mighty Murray, set off for the door to the tank garage, the structure near the castle courtyard. After mastering the tank controls, the tank busting hippo rolls out after Neyla's battalion.



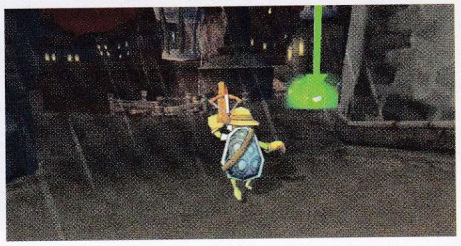
CRYPT HACK



JOB #7

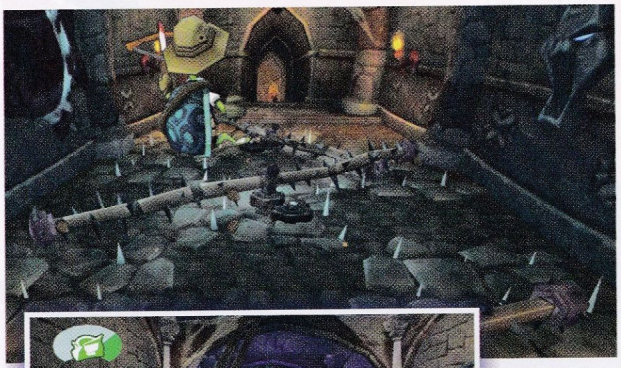
Firepower on both sides returns to a healthy stalemate, but there is one more matter to address: Re-supply power to that old control panel in the Re-Education Tower. With some juice flowing into the panel, Bentley can hack the system and free Carmelita.

Enter the front gate and venture left to locate the start beacon. Bentley enters the crypt and finds that the computers also lack energy. General Clawfoot mentioned that there is a battery pack capable of powering the computers deep inside the crypt. The pack is at the end of a complex, spike-riddled "hallway." Piece of cake…right?



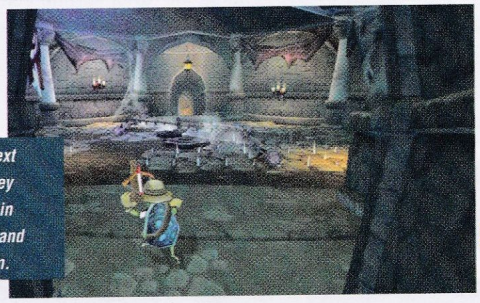


Part #1: Deftly hop through the spikes on the ground and avoid the spikey rolling sticks.

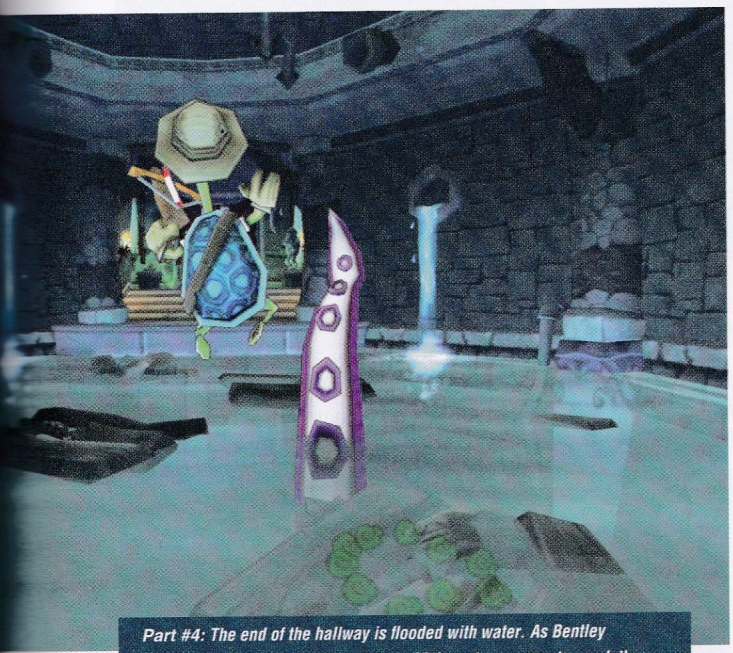




Part #2: Time Bentley's jumps in between the swinging guillotines.



Part #3: The next two sets of spikey rolling sticks spin into each other and around the room.

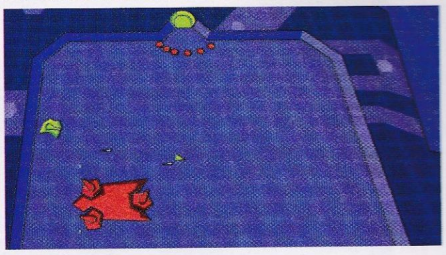


Part #4: The end of the hallway is flooded with water. As Bentley leapfrogs across the wood planks, avoid the octopus arms to reach the other side.

OUT OF THE FRYING PAN & INTO THE FIREWALL

Hacking the three computers to boot up the Re-Education Tower's old control panel won't be easy. The security protocols placed against Bentley's cyber avatar appear to be more elaborate. The supply of sentries never ends, so dodge any oncoming enemies and focus fire on the barrier nodes.

A super security node protects one of the computers. Evade the fire and blast away at the massive program until it is deleted.



To further complicate matters, the "acid" battery pack is volatile and will cause harm to Bentley if it gets damaged. Head back through the traps, hacking the remaining two computers while returning to the entrance.

OPERATION: HIGH ROAD



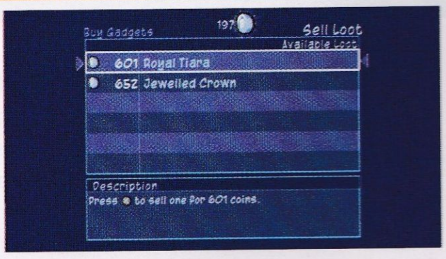
JOB #8

Bentley's intricate web has been spun and all that remains is to ensnare the pawns into the grand scheme. Carmelita's mind has only a few moments before she becomes subject to the Contessa's reprogramming, so get moving!

GADGET REQUIREMENT

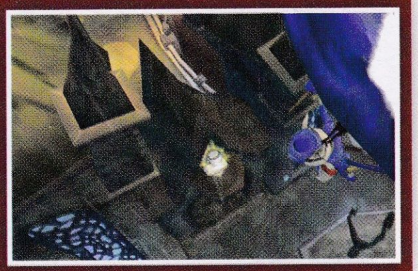
Access ThiefNet before commencing this operation and purchase the Paraglide for 600 coins. This gadget is essential for the operation!

If you don't have enough coins, then enter the castle grounds and pickpocket some guards or ransack some objects until you acquire enough loot.



RARE LOOT ALERT!

Before Sly uses his new toy in the heist, test its abilities by reaching the elusive Crystal Vase. Perched atop the castle's front gate, find the castle's highest roof (the one near the Re-Education Tower is ideal) and press R1 to base jump onto the gate. Return the vase to Bentley for 546 coins.



WINNING A WAR WITHOUT FIGHTING IN IT

Take Murray to the front gate and let him disable the searchlights and the heist/rescue begins. With the searchlights out, Bentley uses the voice modulator to send Neyla's tanks into the castle grounds, instigating an all-out skirmish.

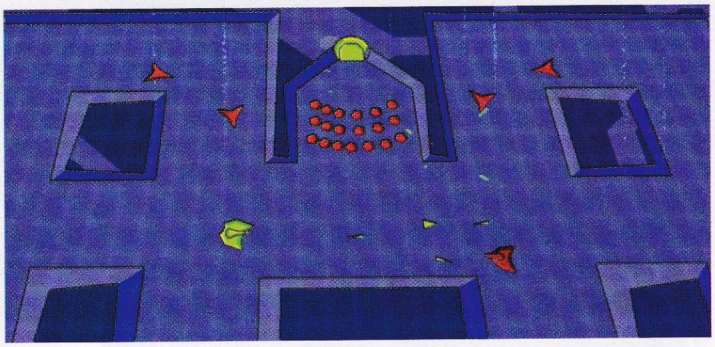
As the battle rages on, Bentley and Sly climb to the top of the tower. With the nervous turtle securely on his back, Sly will attempt to paraglide to the blimp. Take a leap of faith toward the blimp and press R1 to fly toward it. Once Sly is near the rope attached to the blimp press ◉ to grab it.



Once aboard, dispose of the two wolves and then take control of the blimp. As the airship arrives at the Re-Education Tower, the chaos forces the Contessa to send her shadow guards away. Bentley accesses the old control panel and attempts to unlock the Iron Tech 2-50 holding Carmelita.

DIGITAL BREAK IN

The red security nodes have been upgraded with the ability to move in the system. Fend off the security nodes and the sentries and blast through the barriers to crack the security system.



Free at last, Carmelita chases the Contessa out of the tower leaving Bentley and Sly to obtain the eyes. Suddenly, Neyla intervenes and runs off with one of the eyes. Follow her around the castle, as she paraglides to great heights and plants webs to launch into the air. Shadow her movements until she gets caught in a web. Although Sly retrieves the other eye, it looks like the the Contessa wants it back.



OH, THE HUMANITY!...

Bentley is under heavy fire on the blimp. Take the controls of the turret and fire at the attacking planes. Aim the sights at the green bombers and shoot down 20 of them to survive. Unfortunately, Carmelita takes a pot shot and sends the blimp crashing to the ground!



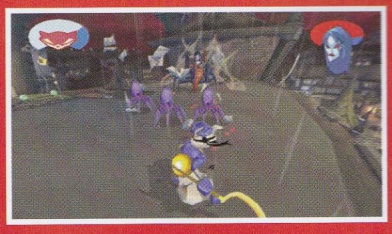
BOSS THE CONTESSA



The Contessa rushes at Sly with a fury of swipes. Once she starts her charge, it's easy to strafe the attack and get behind her. Sly can get two or more strikes in before she recovers for another attack. Swing his trusty heirloom at the eight-legged temptress four times to diminish her health.



If Sly manages to knock her off the building, stay back or she'll leap on top of him. The Contessa also releases cocoons; little spiders will emerge from them and attack. Squish the little buggers and reengage the big spider.

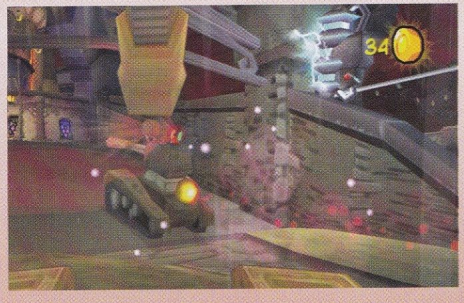


Whittle her health down to zero to end the battle. Sly's victory is short-lived, as the tricky spider plays possum and escapes with the eye.

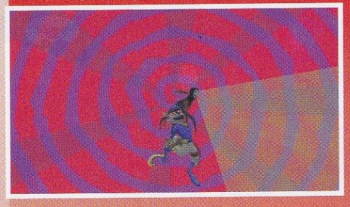
MEANWHILE...

Carmelita takes advantage of a disorientated Bentley after his crash and steals the clockwork eye. The gun-toting fox hijacks a tank with the intention of getting away. Good thing Murray secured a tank to support the group.

Pursue Carmelita's tank and disable it. Avoid any red barrels (they explode on contact) and watch out for Neyla's mercenary tanks. Disable the tank before it gets past the castle gates, or the operation fails.



Sly tracks the sinuous spider to the top of her estate. For round two, the Contessa utilizes the Clockwerk eye to her advantage. Continue dodging her swipes and the ray and attack when she is open. Sly can break the gargoyle statues and the spiders the Contessa deploys to regain some health. Keep attacking until her health meter depletes for good.





MY DIAGNOSIS: DODGE THE RAY

Watch out for her green hypnosis ray. If the ray catches Sly, the beam sends Sly into a hypnotic trance and opens him up for attacks. While under the trance, avoid her attacks and keep him on the building until he can recover.

Episode 6: He Who Tames the Iron Horse

NORTHERN CANADA

The battle with Neyla and the Contessa in Prague is no more, but the war is far from over. The gang's next stop is in the coldest part of Northern Canada. Jean Bison, a rough and tough miner, has apparently been given the lion's share of Clockwerk parts, possessing three hazardous pieces.

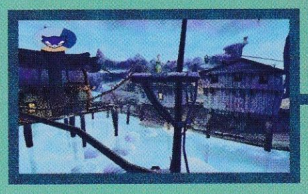
30 Total # of Clues

CLUE BOTTLE COMPANION

A single bottle is sheltering itself from the cold in this tunnel.



There are bottles on each of the boats in the docks. Climb the masts to find them.







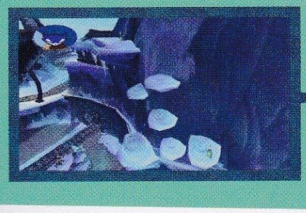
Three bottles are hibernating in the bear cave for the winter.







Get past the falling icicles to get these two bottles.



This bottle is planning to escape on the plane.



NEW GADGETS ON THIEFNET

GADGET	PRICE
Hover Pack	1200
Berserker Charge	1400
Silent Obliteration	1300

LOOT

LOOT	SELLING PRICE
Small Nugget	41
Medium Nugget	79
Large Gold Bar	120
Topaz	39
Sapphire	81

LOOT	SELLING PRICE
Ruby	122
Crystal Bell	605
Alabaster Chalice	654
Golden Plate	704

Episode 6: He Who Tames the Iron Horse

THE MARK: JEAN BISON

After nearly a century under ice, Bison continues his march against nature—mowing down forests and mercilessly hunting down the wildlife. The hard-nosed bison's ethics are outdated, making him an essential member of the KLAWW gang.

THE SCORE: THE CLOCKWERK LUNGS & STOMACH

With an industrial powered lung supporting his oxygen supply, Clockwerk probably never had to breathe again. The equally impressive stomach could feed the bird of prey for years off a single meal. How this dastardly foe replaced his internal organs is a mystery, but every part kept the Cooper-hating bird alive for centuries. Imagining how an old-timer like Bison utilizes the parts is a scary thought.

CABIN CRIMES



JOB #1

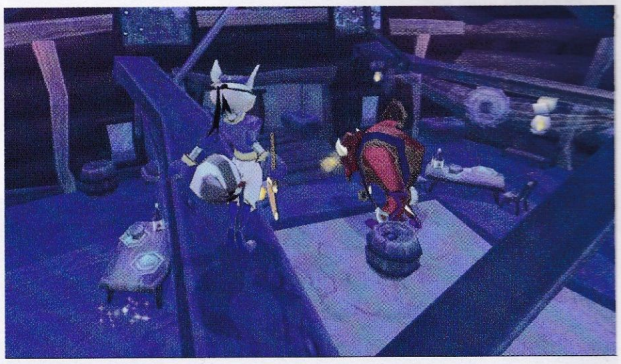
Bentley asks Sly to infiltrate Jean Bison's main cabin to get the lowdown on his transportation outfit. Move through town and hike out into the wilderness. Follow the river up to the mountain to the start beacon. Scale the mountainside to the right and enter Jean Bison's cabin, the control center for his operation.

MASTER THIEF MOVE

Another fantastic move handed down from his ancestors, Sly can hang off small points along a wall. Jump at a wall hook and press ◉ to grab it, move the control stick to lean down, and then press ⊗ to launch up the wall.

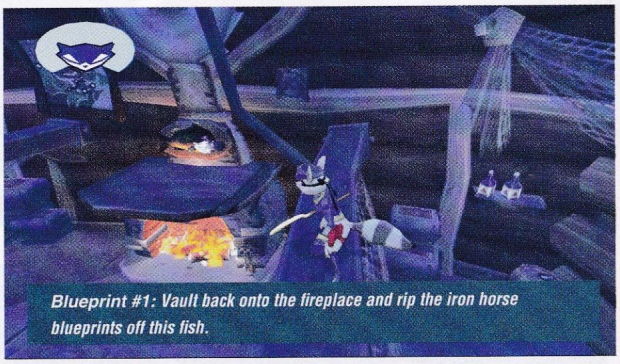


The tough-as-nails bison is pacing around inside while on a conference call with fellow KLAWW gang member, Arpeggio. Maps containing the former prospector's trade routes are scattered throughout the cabin. Sneak by Bison and hop onto the boxes next to the fireplace. Leap up to one of the support beams above the fireplace and snap a shot of the trade routes. The other two are at the other end of the cabin above the front door.



THE BLUEPRINTS

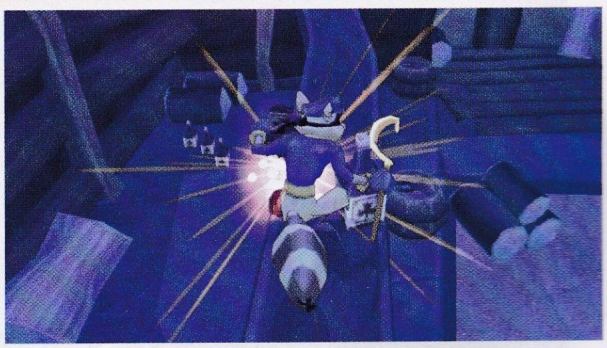
Sly and the gang learn that each train holds one Clockwerk part. Even better news: the blueprints for all three locomotives are hidden in the trophy fish inside each cabin.



Blueprint #1: Vault back onto the fireplace and rip the iron horse blueprints off this fish.

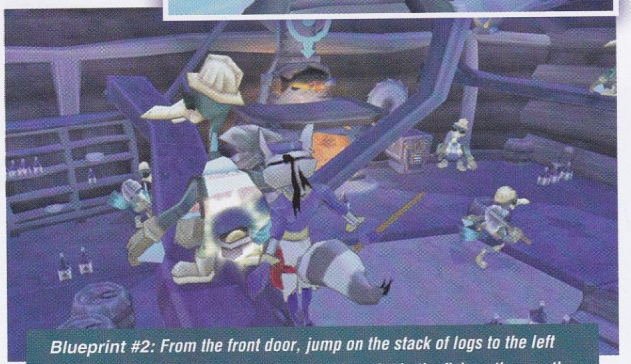
YOU CAN SMELL THE BOOZE

Steer clear of the purple liquor bottles. Even touching the bootlegged concoction arouses any foe in the area.



After exiting the main cabin, take a hike to the aptly named Ponderosa cabin, located on a cliff facing the ocean. Use the train tracks leading up to the cabin to reach it.

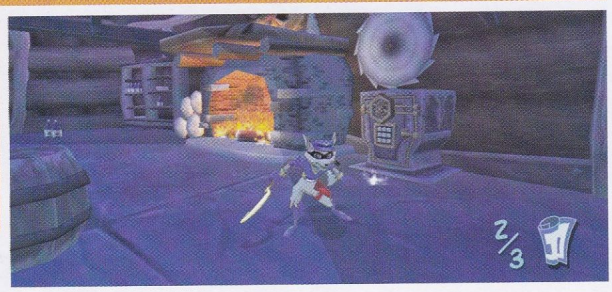




Blueprint #2: From the front door, jump on the stack of logs to the left and access the support beam. Grab the blueprint in the fish on the mantle.

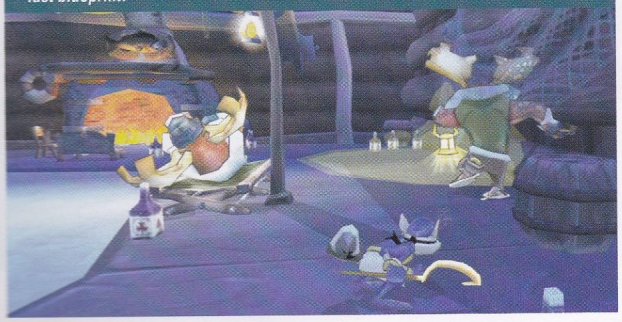
VAULT SIGHTING!

The bison with a gruff exterior locks away a music box inside his most secure vault. Locate all the clue bottles in the area and return them to the ponderosa cabin where the vault is stored.



The last cabin is located on the other side of the center mountain, next to the power generator. Bison's workers have placed some bear traps in front of the cabin, so beware.

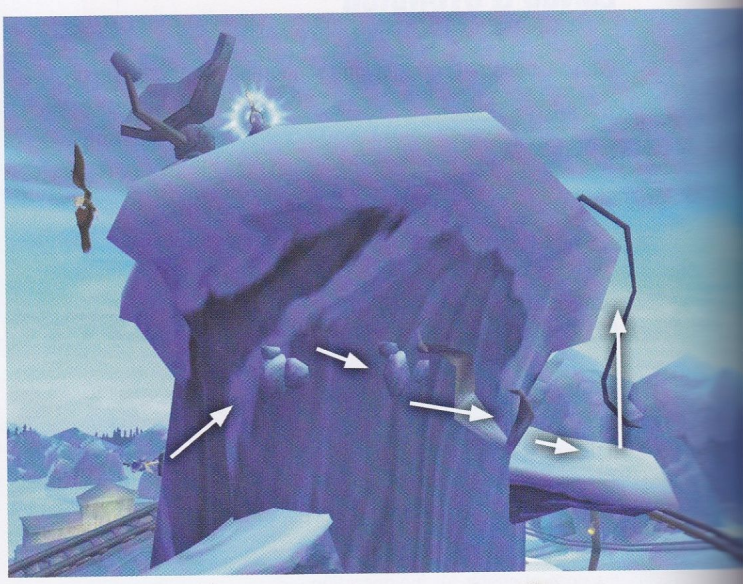
Blueprint #3: Four moose guard this cabin. Sneak behind their flashlights to the right side of the cabin. Hop on the box next to the fireplace and pick up the last blueprint.



THIEF OF THE MOUNTAIN

Using their newly acquired intel, Bentley can track the position of all three Iron Horse trains, provided that Sly redirects the satellite dish at the peak of the center mountain. Sly's ascent up the center mountain provides quite a test of his skills. Jump onto small cliffs and run up the spiraling path to reach the halfway point.

Jump and bound from a series of ledges and wall hooks to reach a hanging branch. Grab the branch and swing to another branch dangling off the peakm, then climb up to reach the satellite dish.



WHAT IS UP WITH SLY AND EAGLES?

Watch out for eagles as Sly ascends to the satellite. Steer clear of the large shadow the birds cast before diving in for the kill.



RARE LOOT ALERT!

Did you notice the Crystal Bell next to the satellite dish at the center mountain summit? Scale the rocky protrusion again and bring the bell back to the safe house for a bounty of 605 coins.

Episode 6: He Who Tames the Iron Horse

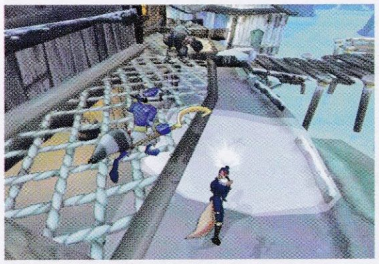
A FRIEND IN NEED

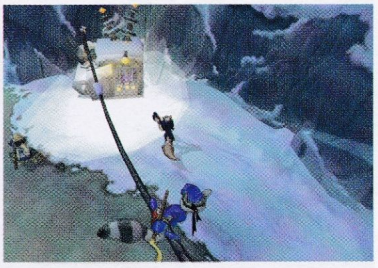

JOB #2

Bison possesses three Clockwerk parts: a pair of the ancient eagle's lungs and the stomach. Once at the Ponderosa cabin, Carmelita has again halted the gang's progress. Murray has been captured by the former Interpol agent.

VIEW OF THE VIXEN

Have Sly follow the bundled up fox around the area without being seen. Don't worry about any guards that may encounter the desperate fox, as she will quickly dispatch them with her large gun. Trail Carmelita long enough and she eventually leads Sly to the power generator, where she's holding Murray.





NOT SO EASY PICKINGS

Carmelita has the keys needed to free Murray, so sneak behind her and swipe them. It sounds easy enough, except the vigilant fox quickly reacts to any nuisance. In fact, the moment it happens, she turns around and hunts down the master thief. Keep running until she gives up.





RARE LOOT ALERT!

Before catching a train to the next job, return to the cabin near the generator. The Alabaster Chalice is next to the front door; take it back to the safe house in 45 seconds for 654 coins.

SPICE IN THE SKY


JOB #3

Head for the cliffs located underneath Jean Bison's main cabin. Murray and an ice plane are parked on the ice lake below, so wall sneak along the cliff. Sly boards the plane and begins his free-falling mission.

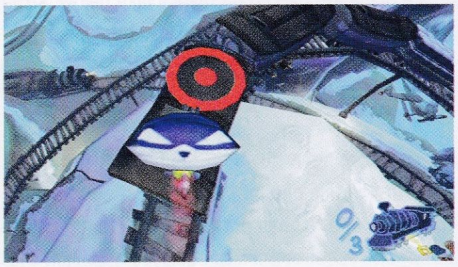
WHAT GOES UP MUST COME DOWN

The old-fashioned bison stores his unstable denatured spice gas in balloons floating above the town. Bentley has outfitted Sly with an automatic vacuum pack to suck the gas from the balloons. When Sly leaps off the plane, press and hold R1 to glide to the nearest balloon. Push the right stick forward to descend faster, and pull it back to descend slowly. When Sly pops a balloon, the impact sends the airborne raccoon higher into the sky.





Stay aloft from one balloon to the next until the pack on Sly's back glows green. After popping enough balloons, direct Sly's chute toward the caboose of a train. After a spectacular explosion, return to the ice lake and take off on the plane to repeat the process. Blow out the lock on each of the three trains.



RIDE THE IRON HORSE



JOB #4

Sly's high-flying escapades are complete and now the trains are unlocked. Bentley is ready to tackle the Iron Horse 1 and pinch a Clockwerk lung.

Bentley boards the locomotive from the top of a small peak in front of the town. Use a small tent next to the base of the peak to spring up it and get ready to hitch a ride. Wait for the train to pass by and jump on the caboose, then enter the hatch.

A SOLID INVESTMENT

Each train Bentley invades tests the turtle's platforming prowess. If things seem too difficult, purchase the hover pack gadget from ThiefNet as it will make things easier.



THIEF EXPRESS

Bison somehow managed to install an intricate security system aboard each Iron Horse train. This express train is garrisoned with crazy laser systems and a full squad of guards. Make your way down the cars to the engine and grab that lung. Nimbly guide Bentley through the moving lasers walls and the ground lasers, combing the floor in the first two cars.



Hop on the sheet to launch on top of the next car and run away from the eagles. Bentley finds more birds ahead, drop down and slip by the lounging ducks in the next two cars.



Move on top of the cargo boxes on the left and pass the guard here.

Hurdle over another elaborate ground laser system to another cargo car. Wall sneak along the side and leap onto the cargo box before reaching the moose. On top of the cargo, drop in between them, move on to the engine and swipe one of Clockwerk's lungs.



Episode 6: He Who Tames the Iron Horse

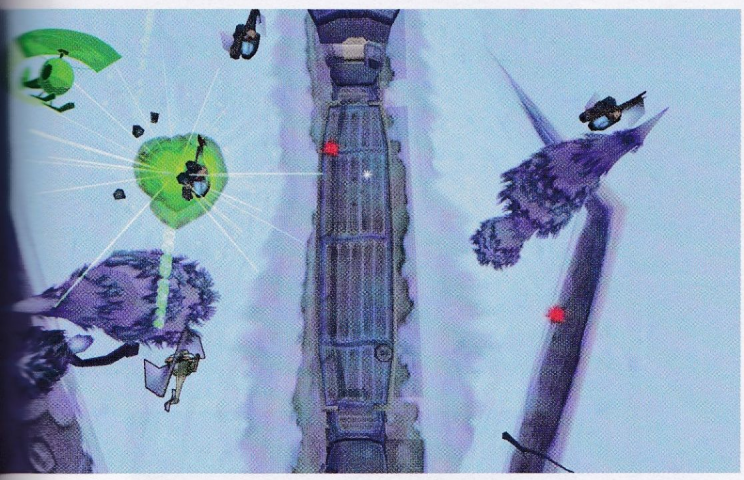
AERIAL ASSAULT


JOB #5

Two more Clockwerk organs remain and the next two trains require some preparations before they can be boarded. Iron Horse 2 has powerful outer defenses mounted on the cars. Bentley's handy RC copter should be enough to snuff these fortifications. Head to the start beacon to board the train. Once the turtle has his orders, go around the mountain and intercept the train as it passes the ice lake.

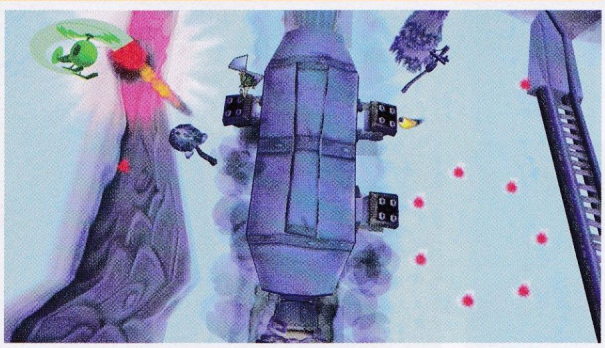
TRAIN INVADERS

The RC copter is controlled differently this time around. Use the left stick to navigate the chopper. Press ✕ to drops bombs on guards and missile turrets and press ■ to fire the chopper's guns.



FAILURE TO LAUNCH

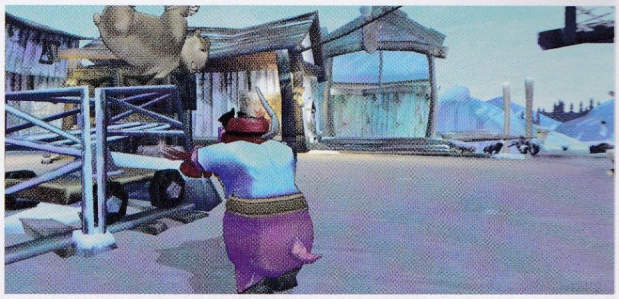
When the launcher's missiles explode, they leave countermeasures flying everywhere. Dodge the incoming fire and bomb each launcher three times to place them out of commission.



BEAR CUB KIDNAPPING


JOB #6

Bison's Iron Horse 3 is too fast to catch using conventional means. Super-charged by a brawny hippo, the hand cart in town can pull behind the speedy locomotive. A heavy-duty cage surrounds the cart and not even Murray can crack it. Bentley suspects a mother bear's love can do the trick. Lead Murray over to the train platform to receive the game plan.



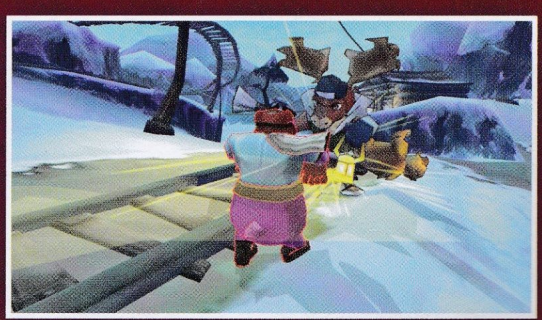
CUBNAPPING

Cub #1: Dangerously close to some bear traps, this cute little guy is catching some Zs in front of the cabin by the power generator. Grab the cub and throw him into the caged hand cart.



FURRY PROJECTILE!

If Murray encounters a guard while carrying the little fella, then throw the cub at the guard to clear the way. Look sharp, drop the cub off long enough and he will slowly return to his resting spot.



Cub #2: The other bear cub is inside a bear cave. Venture deep into the cave, evading any adult bears and nab the next one.



RARE LOOT ALERT!

Further exploration of the cave also reveals the Gold Plate. Whenever you want to go cave jumping, snag the treasure and haul it back to the safe house for 704 coins.

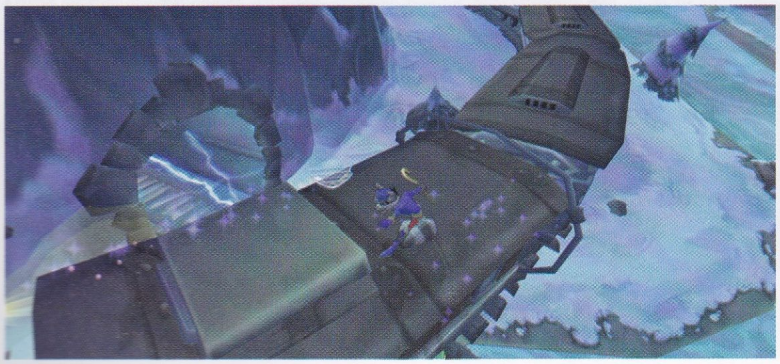


THEFT ON THE RAILS

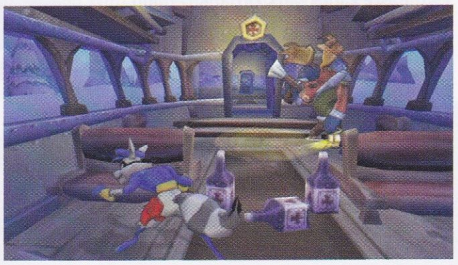


JOB #7

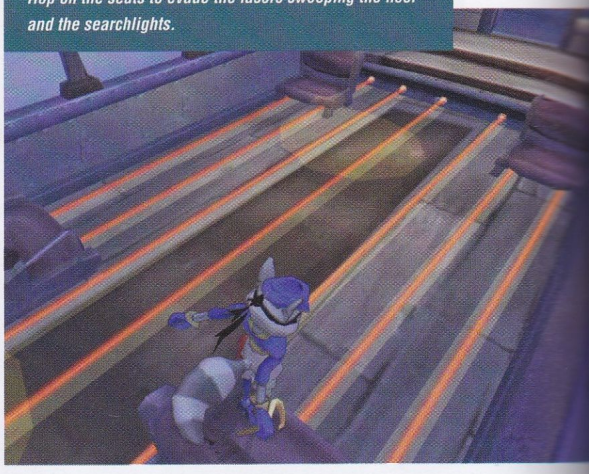
Two Iron Horses are prepped and ready to get robbed! Have Sly rendezvous on the ponderosa cabin's rooftop and prepare to board the train. As it passes by the cabin, swiftly board it and drop into the caboose.



When the guards doze off, their flashlights will fall to their side. While avoiding the booze, slip by the moose.



Hop on the seats to evade the lasers sweeping the floor and the searchlights.



Stay behind the guards in the first car. Sneak underneath the table and use the barrels for cover to bypass the moose in the second car.

Time your jumps between the openings in the floor lasers to move through this car.



Episode 6: He Who Tames the Iron Horse



Two more cars before the engine and both are being watched by moose guards. Sneak by the sleeping guards and avoid the active one.

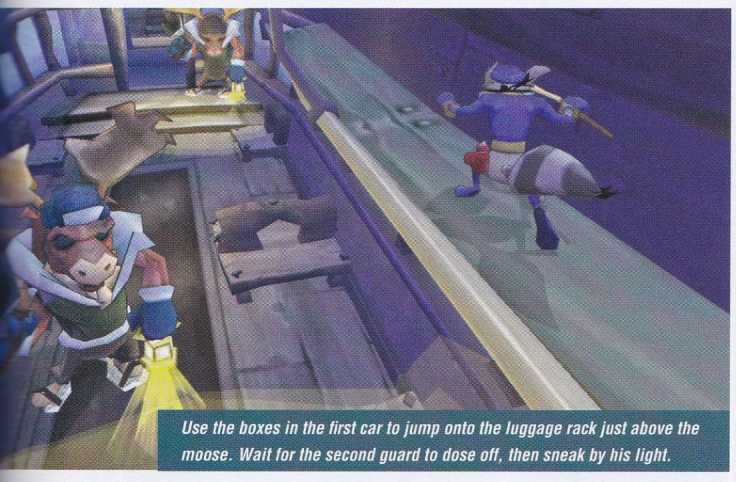
Once the guards' lights are down, avoid the booze and head straight for the other end of the car to the engine. Grab the other lung so Sly can breathe a little easier.

OPERATION: "CHOO CHOO"

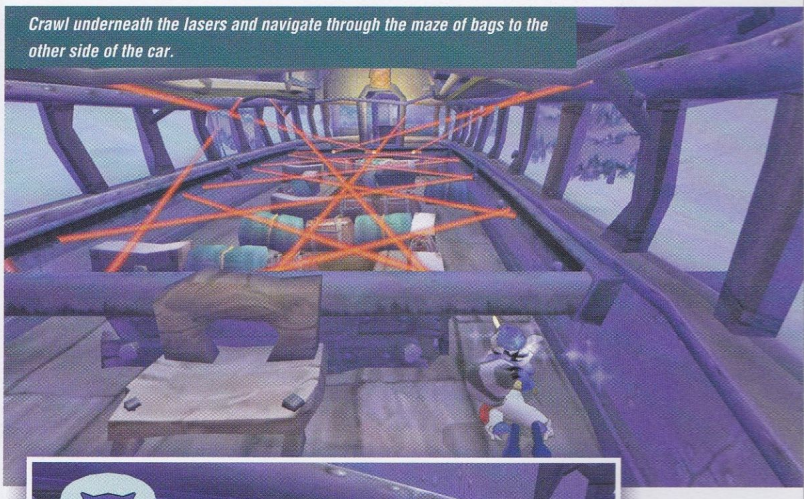


JOB #8

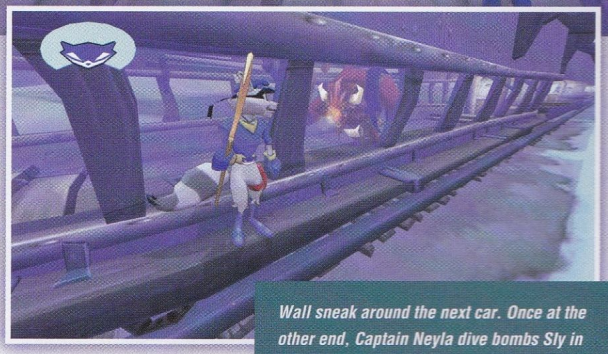
Bring the pumped up hippo to the hand cart to get started, as Sly's textbook train robbery is set to begin. The gang piles on the hand cart and Murray fuels it with his strength, catching up to the speedy Iron Horse 3.



Use the boxes in the first car to jump onto the luggage rack just above the moose. Wait for the second guard to dose off, then sneak by his light.



Crawl underneath the lasers and navigate through the maze of bags to the other side of the car.



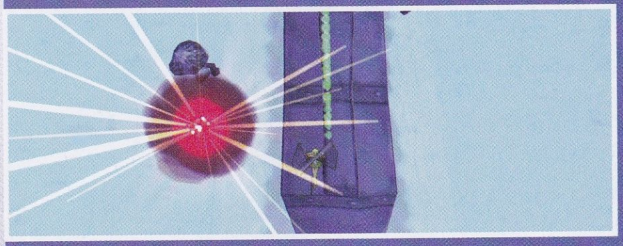
Wall sneak around the next car. Once at the other end, Captain Neyla dive bombs Sly in her Interpol fighter plane. Lucky thing Bentley brought his RC Chopper along for the ride.

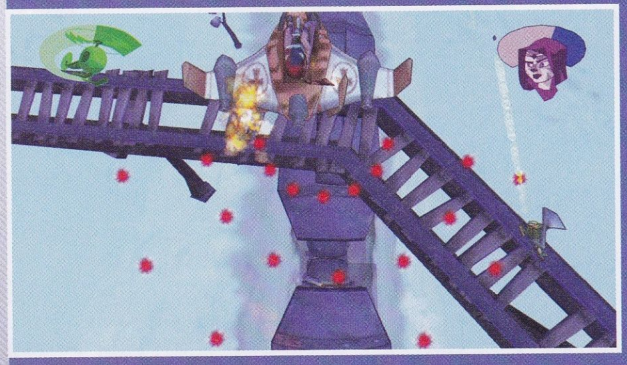
BOSS NEYLA



Take command of Bentley's RC chopper and let the captain go down with her ship. Keep a steady stream of fire on Neyla's plane and dodge any incoming fire. She even deploys mini planes to chase the copter. Take evasive action and keep firing at the plane until it goes down.

The high-flying feline alternates her attacks by throwing green grenades at the chopper and firing countermeasures and missiles. Keep moving when she throws the grenades, as she aims them directly at the copter.

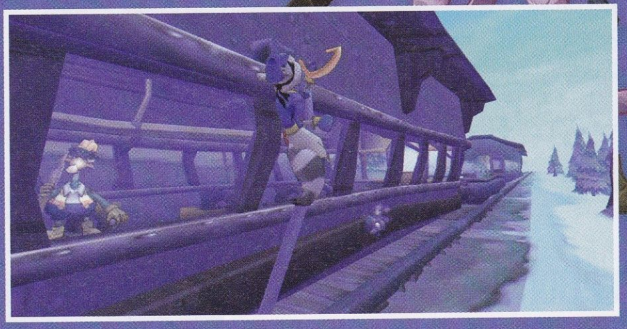






Neyla is out of the picture, so Sly can continue his trek to the Clockwerk stomach. Climb the ladder and escape from the diving eagles. Two guards search this car. Crawl underneath the table to avoid the first guard and wait for the other one to doze off.

Entry through the car is blocked, so Sly must maneuver around the car. Wall sneak around the car up to a wall hook. Lean back and spring over to the pipe that wraps under the car. Latch onto the next wall hook, then launch off and double jump to the next wall hook. Leap from there to the next car.



More of Bison's menacing moose patrol the last two cars. Sneak past two moose in the first car by navigating around the barrels. Two moose stand between Sly and the stomach, but take the upper luggage compartment to find an easy exit.

Jean Bison bolted the stomach to the furnace. Bentley flys in to crack the engine block with a bomb, but Neyla and her jet intervene. Once again dodge all of her incoming fire and continue to shoot at the plane. Neyla changes up her attack pattern by releasing some rival copters.

Captin Neyla dives to a lower altitude and sends missiles up to the chopper. Bomb her from above, but watch out for her missile fire. The RC chopper enters kamikaze mode and targets the furnace, blasting loose the stomach. All three Clockwerk parts are now aboard the Cooper express!



Episode 7: Menace in the North, Eh?

A REMOTE LUMBER CAMP IN NORTHERN CANADA

Something fishy is going on in the Canadian Rockies. Random acts of animal violence have plagued the region recently and there have been strange fluctuations in the Northern Lights. Sly and company suspect the KLAWW gang—namely Jean Bison—is responsible for these developments.

The Cooper gang tracks the deforesting buffalo to a secluded lumber camp. They overhear a conversation between Bison and Arpeggio. Looks like the dangerously inventive bird is set to arrive later on his blimp to pick up a battery. Arpeggio has the Clockwerk Brain in his possession, but until he shows up, the valiant thieves focus their attention on Bison. He has the Clockwerk talons attached to his cane.

30 Total # of Clues

CLUE BOTTLE COMPANION

Swing on the hooks to get to this bottle in the back of the Mulch Mill.



This one is waiting silently at the side of the house.



This bottle is staking out a spot on the roof of the house.



This clue bottle stows away on the large stack of wood next to the laser mill.



A bottle sits on the loading ramp of all three sawmills. Remember to watch out for that rolling lumber!







This bottle oversees all others at the top of the lighthouse.



Old Grizzle Face tolerates no one, except the bottle sitting right under his nose.



NEW GADGETS ON THIEFNET

GADGET	PRICE
Reduction Bomb	1700
Guttural Roar	1500
Thief Reflexes	1600

LOOT

LOOT	SELLING PRICE
Topaz	39
Sapphire	81
Ruby	122
Small Necklace	42
Medium Necklace	84

LOOT	SELLING PRICE
Large Necklace	127
Jade Decanter	647
Collectible Plate	701
Jeweled Chalice	748

THE SCORE THE CLOCKWERK TALONS

The woodland is in trouble when Bison uses the Clockwerk talons as a powerful axe. The Thievius Raccoonus documents the talons slicing through solid plates of steel. Imagine what a frontier crazed bison could do with such a sharp tool.

RECON THE SAWMILL



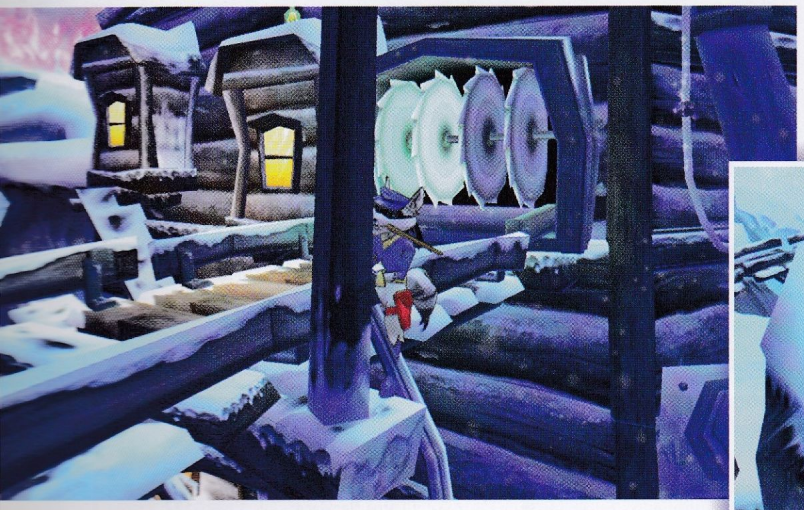
JOB #1

This remote lumber camp doesn't appear on any of Bentley's maps. It's time for Sly to go out and recon the area once again. Start the recon job on the ice-capped hill to the left of the safe house.

TWO CANES ARE BETTER THAN ONE

Bentley tweaked Sly's cane to split into two pieces so he can scale certain wall faces. Jump to the icy wall and press ▣ to latch on. While on the wall, use the right stick to move around.

First, it's time to snap some pictures of the great outdoors. Cross the canyon and get a rare photo of a Canadian Grizzly bear. Just ahead of the bear is a house that resembles a bull's head, which belongs to none other than Jean Bison. Snap a picture of the house and move to the next photo opportunity at the sawmill to the right of Bison's cabin. Get a sharp photo of the saw blades and head for the coast. The boat near the lighthouse is the next subject of interest for the scheming turtle.



BATTERIES NOT INCLUDED

The outdoor recon is done, but there are a couple more photos to take at the lighthouse. From the boat, go along the coastline toward the lighthouse. The front door is locked, so move to the crawl space underneath the lighthouse.



Inside the lighthouse is a giant battery charger. Capture some shots of the battery charger, the spinner rotating around some light bulbs, the front door at the other end of the house, and—for good measure—the burly Jean Bison.



RC COMBAT CLUB



JOB #2

The giant charger in the lighthouse must be powering some kind of battery, but it's nowhere to be found. Bentley hopes they can find answers from the guards at Mulch Mill. To get briefed on the task, bring Murray to the start beacon on the hill in front of Mulch Mill. After a brief conversation, get inside the mill and show that moose how to handle a tank!



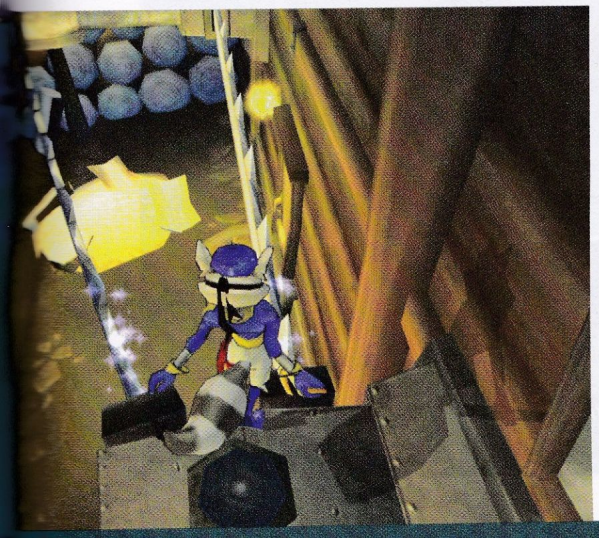
To join the RC club, Murray needs a moose disguise. There is one on the top floor of the mill, but the clumsy hippo lacks the agility reach it. Hide Murray inside a barrel while Sly grabs the moose head.

NOTHIN' MULCH

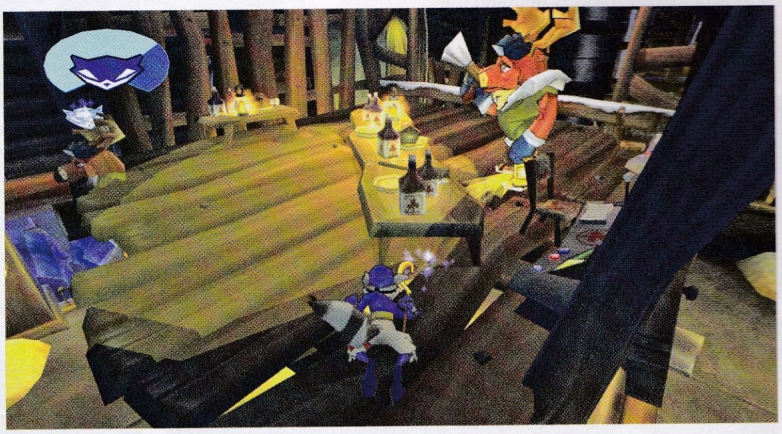
Pass through the right side of cabin and sneak behind the guards. Dodge the searchlight and reach a pipe to the left of the furnace. Climb the pipe and hurdle over the fence to the next room. Slip by the moose and bottles to reach the wood grinders, then use the metal claws to swing over the wood grinders.



Sly must hop on some saws next. Wait for the circular saw blade and the straight saw to stop moving before jumping. If Sly is on any of these saws when they are moving, the end result won't be good.



Crawl underneath the saws to the other end of the mill and use Sly's spire jump and cane to cross the next grinder. On the other end of the grinder, wait for the moose to nod off before leaping onto the platform. Climb the pipe and hop on the fence. Spire jump and swing into the room. Crawl underneath the tables to avoid the moose's flashlight to finally grab the disguise.



JOIN THE CLUB

The moose, unperturbed by the presence of a funny looking new member, continue on with their combat club. With the moose head firmly in place, Murray enters into a wager with another moose.

RC TANK CONTROLS

Press and hold ✕ to accelerate the RC tank and use the right stick to steer. When the tank is stopped, the turret can be aimed. Collect the ammo pieces in the arena and press ○ to fire the cannon.



Murray's tank armor is shown on the top-left of the screen, while his opponent's is displayed on the lower-right. Collect the ammo that falls into the arena and blast away that other tank's armor! Simply defeat the other moose to learn the whereabouts of the battery.

BEARCAVE BUGGING



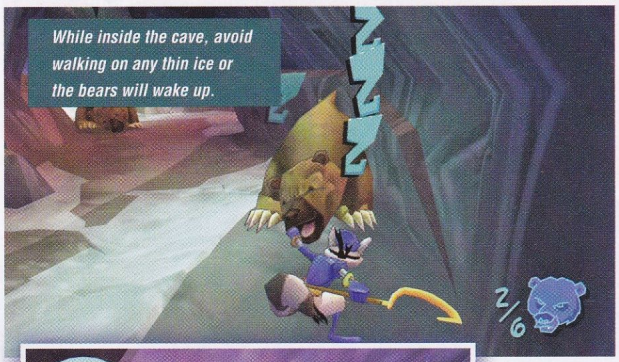
JOB #3

A little more snooping of the premises and the gang can formulate a plan to grab the rest of the Clockwerk parts. The next order of business is bugging the lumber camp around Bison's cabin. Back at the safe house, select Sly and head to the sawmill to the right of Bison's house. Once on top of the roof of the neighboring cabin, Sly spots radios attached to some bears in a nearby cave.



HIBERNATION: SLY'S NEW BEST FRIEND

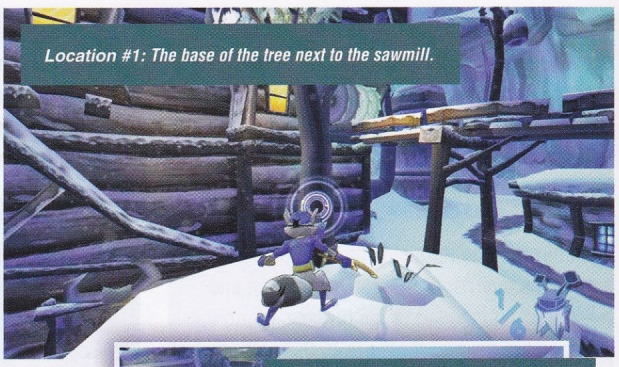
In what has to be the craziest pickpocket job yet, Sly must remove the radios from the bears' mouths. To nab a radio, wait for the peacefully napping bear to yawn, and then press ●. There are six radio-tracked bears inside the cave.

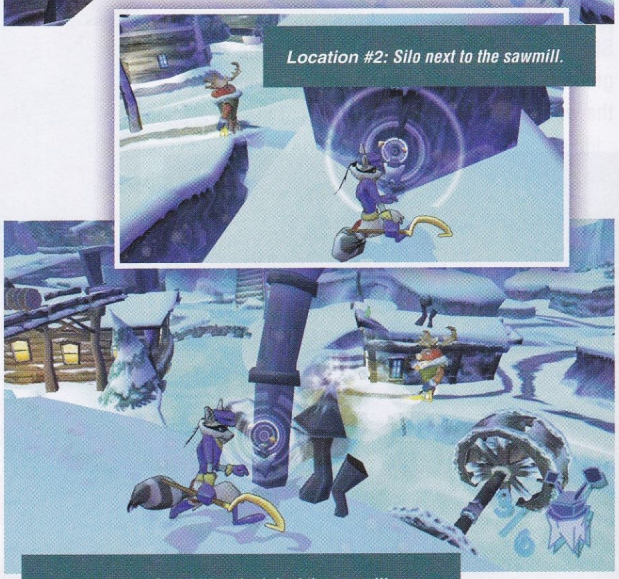


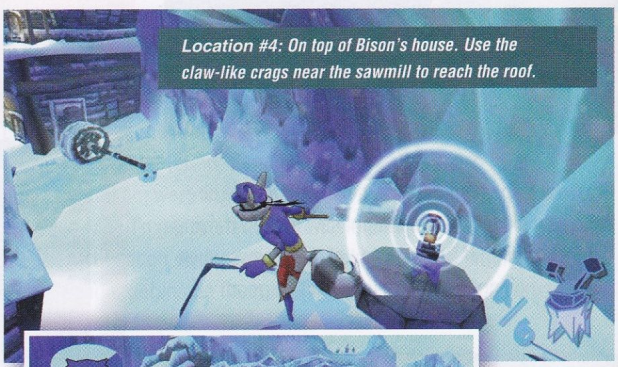


ROCKIN' THE BEARWAVES

Bentley is going to use the radios to eavesdrop on Jean Bison's conversations. Before he can do that, though, the gang needs to plant the transmitters at the following locations.











RARE LOOT ALERT!

One of the cabins near the laser mill has a valuable Collectible Plate in front of it. The cold must have deteriorated the piece, because Sly has only 45 seconds to return it to the safe house. You'll acquire a hefty 701 coins for doing so.



VAULT SIGHTING!

The vault carrying the electrifying Lightning Spin is being stored in the same room as these lazy guards. Gather all 30 clue bottles to obtain the move.



LASER REDIRECTION



JOB #4

Bison is pumped up for his annual "Lumberjack Games," a physical contest of strength and stamina, pitting the best loggers from around the globe. This year he has put up the Clockwerk talons as the grand prize. There is an ancient guide to log chopping frozen in a solid block of ice. The industrial laser beam inside the mill should melt the ice wall with no problem.



RUN OF THE MILL

Break into the laser mill from the roof. There is a switch on the other side of the wall that can redirect the laser, so navigate around the mill to reach it. Get on the platform and sneak past the lasers. Drop down to the next floor and evade the moose and searchlights to access the ladder at the other end of the room.

Scamper up the ladder to the second floor and hurdle over the floor lasers. Use the spire jump and cane swing on the claws to bypass the wood burners and gain entry into the control room. There is a single guard patrolling the laser control room; wrestle him down and throw the switch aiming the laser outside.



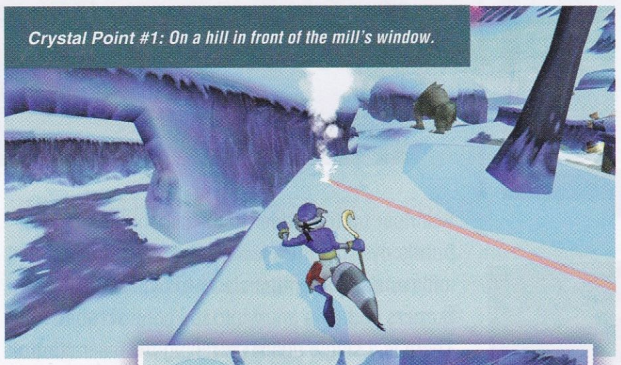
MELT THE COMPETITION AWAY

The lasers require a little more guidance to free the chopping guide. Bentley put crystals in Sly's pouch to direct the laser to the ice wall. Follow the beams and place a crystal at the end of each laser point. If things get too difficult, just look for the steam rising from the end of the laser. Put down six crystals at the following points.

CRYSTALS CRAGS

Sometimes when the lasers are pointing at one of the crags on the mountainside, hop onto the end of the crag. The rocky protrusion bends and automatically redirects the beam.

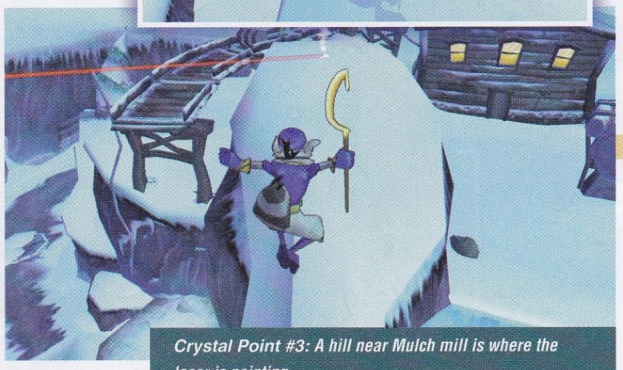




Crystal Point #1: On a hill in front of the mill's window.



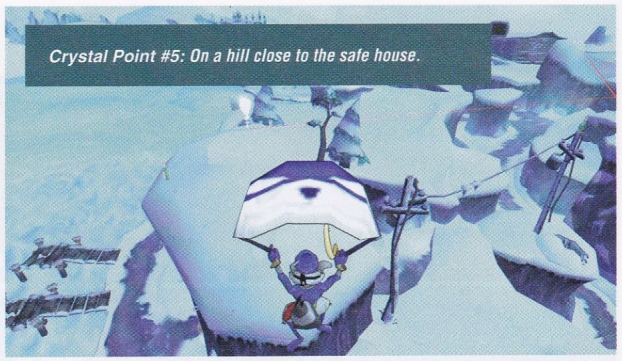
Crystal Point #2: Jump to this arched crag and place another crystal.



Crystal Point #3: A hill near Mulch mill is where the laser is pointing.



Crystal Point #4: Near some trees by the river.



Crystal Point #5: On a hill close to the safe house.



Crystal Point #6: Pointing right in front of the ice wall.

RARE LOOT ALERT!

Before taking on the lighthouse, go to Jean Bison's house and grab the Jade Decanter right next to the front door. Bring it to Bentley and he can net the group 647 coins!



LIGHTHOUSE BREAK-IN



JOB #5

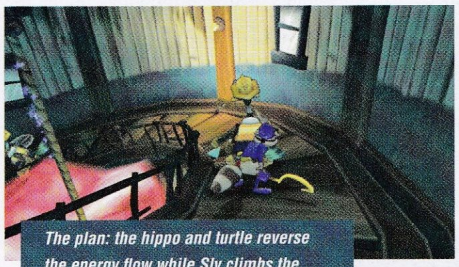
Murray's little bet with the moose in the combat club has uncovered the location of the battery: the silo right next to it! The gang plans to use the battery to stow away on Arpeggio's blimp, but the power should be removed before Sly and crew enters it. Shut down the giant battery charger inside the lighthouse to stop the battery's power supply.

Travel to the silo next to the lighthouse to begin the job. Go to the base of the lighthouse and climb onto the solid ice around the house. Enter the lighthouse to bust up a very large battery charger.



IT KEEPS GOING AND GOING...

Move down the lighthouse, taking out any ducks and evading searchlights. Don't touch the red energy pulsating from the charger, as it will result in instant raccoon death. Drop down to the ground floor and break the lock.



The plan: the hippo and turtle reverse the energy flow while Sly climbs the tower and flips the shut-off switch.

Go back up the lighthouse using the power lines on the charger. Only two of the wires send electricity simultaneously up. Keep an eye out for two of the powered wires to flash, then grab onto to the safe wire. Hurry up the tower and shut off the switch, as Bentley and Murray can't keep the flow reversed for very long.

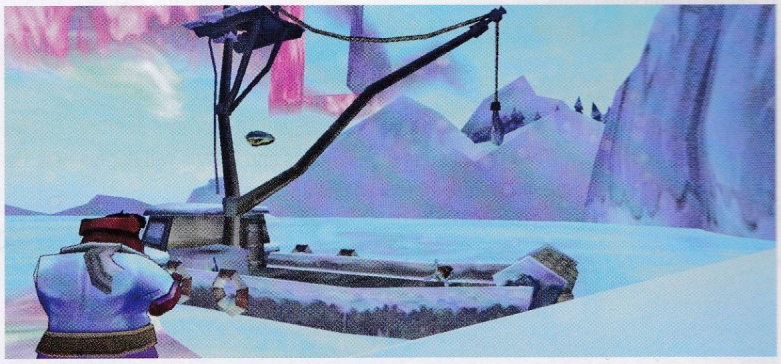


BOAT HACK



JOB #6

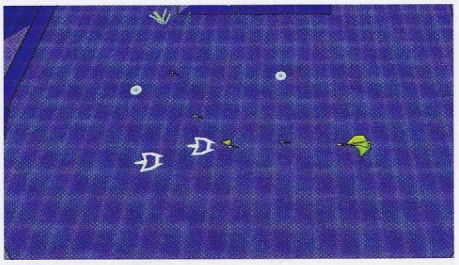
The charger is down but the battery still has some juice left. Drain the battery so the gang can use it to sneak onto the blimp. As Bentley, proceed to the start beacon on the coastline near the remote boat.



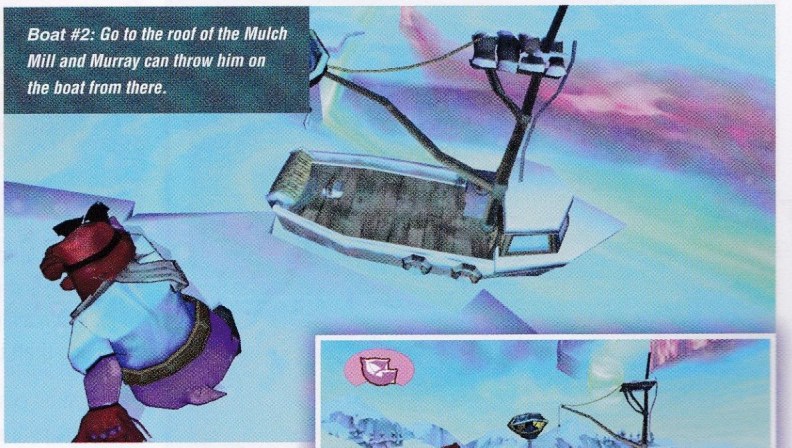
HACKING THE SEVEN SEAS

Murray is waiting for his friend in front of the boat. Jump and press ◉. Control the shot-putting hippo and throw Bentley onto the boat. After landing, Bentley puts on his hacking gloves once again.

The systems here have sophisticated security schemes. Green sentries rush the avatar and lay down mines. Don't run into the mines; instead, shoot them to clear the way to the access points.



Once the hack is complete, the boat docks near the lighthouse. Shoot the grappling hook to Sly so he can attach it to the silo battery. Two more boats and that battery is drained dry. Here is where the two other boats are docked.

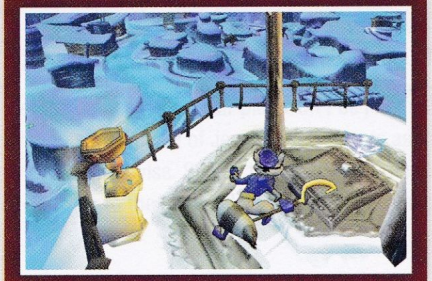


Boat #2: Go to the roof of the Mulch Mill and Murray can throw him on the boat from there.

Boat #3: The last boat is at the docks behind the safe house. Murray can't throw Bentley all the way, so have him land on the mammoth, which is now encased in an ice block.

RARE LOOT ALERT!

Scramble back up the ladder to pick up the Jeweled Chalice on the lighthouse. You only have 40 seconds, so grab it and climb to the top of the lighthouse. From such a great height, Sly can paraglide most of the way toward the safe house and profit 748 coins.



OLD GRIZZLE FACE

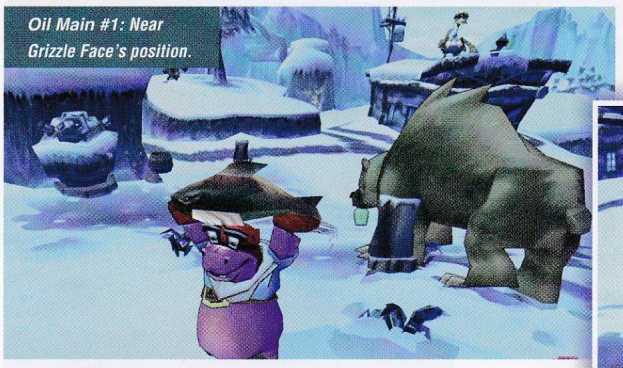

JOB #7

For the next two jobs, Bentley wants to "utilize" the local wildlife to help the gang win the Lumberjack games. First up is a bear known to the locals as Old Grizzle Face. Take Murray to the peak of the mountain near the bear to see the game plan.

If the oil mains around the camp are destroyed, then the heat from the flames can carry Sly over to the eagle's nest where Bentley hopes to test the strength of a parent's love. The mains are too tough for the gang to handle and that's where Old Grizzle Face comes in.

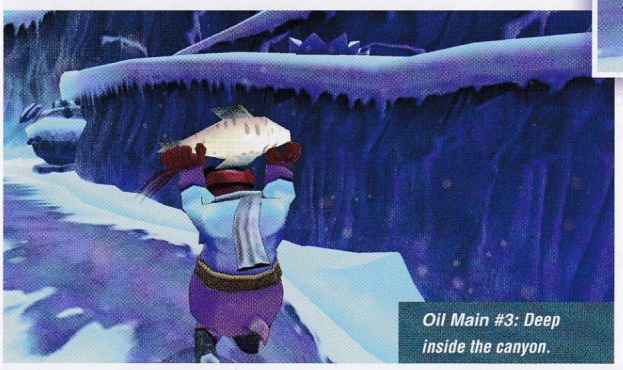
OL' GRIZZLE FO' SHIZZLE

Bentley is bomb fishing nearby and sends the fish straight to Murray's position. Get the hook up from Bentley and carry a fish while leading the old bear to the main. Throw the fish at the oil mains and Grizzle will demolish it. Head to any of the oil mains with a fish and the hungry bear tracks right to it. Here are where all four mains are located:


Oil Main #1: Near Grizzle Face's position.

Oil Main #2: In between a log pile and Bison's house.




Oil Main #3: Deep inside the canyon.


Oil Main #4: On the mountain near the sawmill.

GUARD BAIT

Throw fish at Bison's goons to have Old Grizzle Face attack them. This is a perfect solution when the oil mains are surrounded by guards.

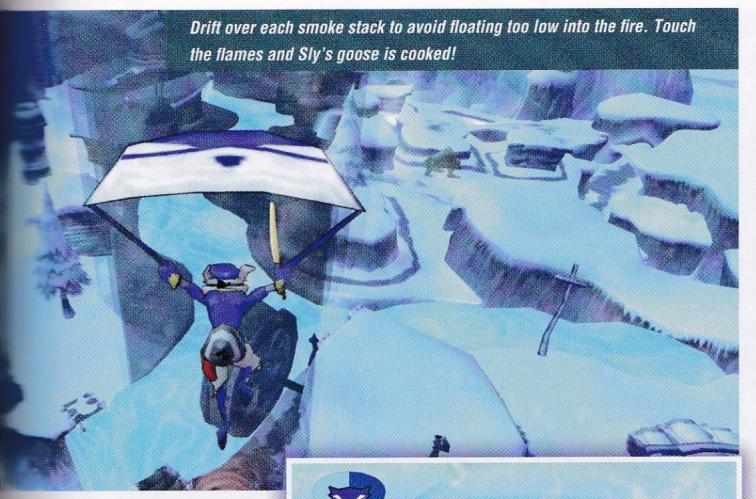


THERMAL RIDE


JOB #8

Bentley is banking on the eagle's "help" to win the Lumberjack Games. Start Sly's paraglide at the very top of the lighthouse and pass over the fire drafts to maintain a high altitude. Guide around the lumber camp, floating from one draft to the next until Sly reaches the Eagle's nest.

Episode 7: Menace in the North, Eh?



Drift over each smoke stack to avoid floating too low into the fire. Touch the flames and Sly's goose is cooked!



Once Sly is gliding toward the nest, eagles intercept him. Take evasive action and avoid the birds. On the eagle island, wall hook and climb the icy wall to the top of the nest and then grab the egg.

To return the egg to the safe house, glide from the top of the nest to the pontoons ahead. Use the wall hook to launch on top of the pontoons and glide to the next one until Sly reaches the shore.

OPERATION: CANADA GAMES



JOB #9

THE RIGHT EQUIPMENT FOR VICTORY

Before Sly and the crew participate in a competition of strength and endurance, they'll need the right gadgets. If you don't have it, get the Alarm Clock from ThiefNet for 600 coins. The clock is required to get through these games in one piece.

Let the games begin! Fair play won't be joining Sly's team, as they plan to sabotage all of Jean Bison's events as they have no hope of winning otherwise. Switch to Bentley and register for the games. Head over to the dock below the safe house and meet up with Bison.

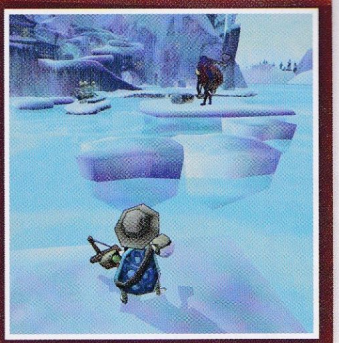
POWER CHOPPING

Mighty Murray is up first. When it's time to begin, wait for the line to pass over the log and then press ✕ to chop the wood. Don't rush and time the chops correctly, as the goal is to chop the log in the fewest swings.



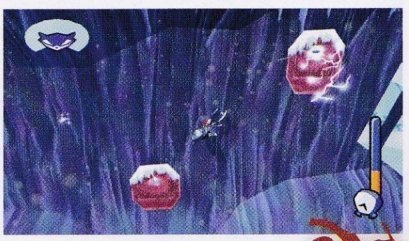
CHEATING TIME!

While Bison swings at his log, move Bentley over before he finishes so he can plant the egg in his trousers. Head to the floating ice and watch out for the eagles. Once the egg is set, the eagle parents will swoop down and cause a distraction.



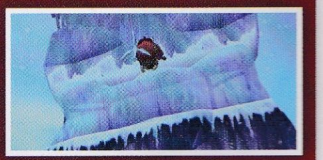
POWER CLIMBING

Sly's expert climbing abilities are put to the test here. Scale the wall within the allotted time to get a perfect score. Use the wall hooks and climb up the ice wall to the top. Stick to one side to reach the peak faster and look out for the wall hooks that glow red.



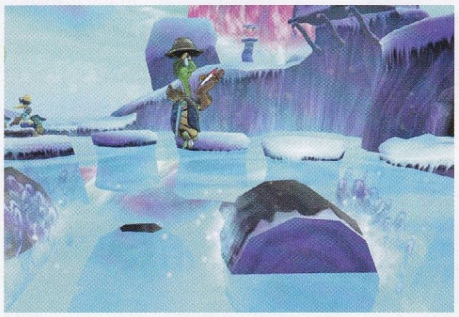
CHEATING TIME!

To scam the next event, fire three grappling hooks at Bison while he's climbing the ice wall. If Murray can attach three hooks to him, then he—and his score—will fall!



FOLLING LOG

Stay on the logs and don't get wet to receive a perfect score. There is no need to balance the rolling turtle, just focus on jumping from log to log. Leap over to the next log before it sinks Bentley into the cold water. The logs tip over slightly before sinking, so react quickly and utilize the double jump.



CHEATING TIME!

Cheating during the events hasn't made a difference, as the ducks are too scared to give Bison a low score. But if the crew can pose as the judges, maybe they can fool Bison long enough to take away the talons.

Throw alarm clocks to distract the judges away from their booth. Jump to the middle island and throw alarm clocks from there, then lead them back to the cave. Sly can't be seen by the judges, so throw the clock and run away. Take out all three and then take their place.



BRAINS OVER BRAWN



JOB #10

BOSS JEAN BISON

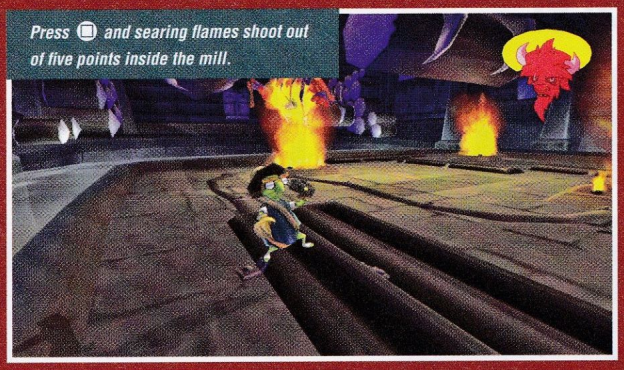
Bison doesn't buy the gang's disguises and throws them into the sawmill control center for future interrogation. What's worse, Bison breaks into their safe house and takes all of the Clockwerk parts!

Bentley squeezes through a hole in the control center and drops down to the mill. The turtle's luck may have run out, though, as he runs straight into Bison.

Wisely not bearing into this confrontation head on, Bentley chooses to run and trap the log-chopping bison with his own equipment. Lead Bison into the equipment's range and signal Sly to flip the switch.





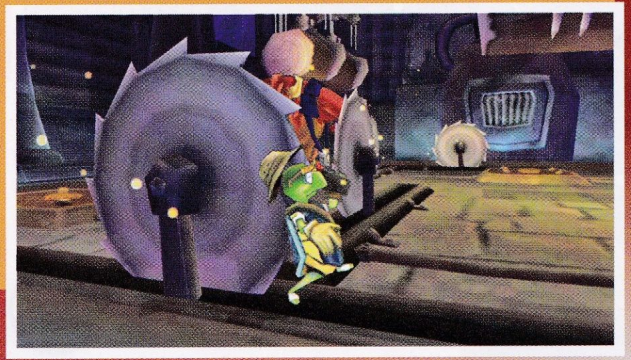






LAYING DOWN SELF DESTRUCTION

As Bentley unleashes one trap after another against Jean Bison, look out for various obstacles. The saw mill machinery can hurt a turtle just as much as a bison.



When Bison summons his goons, continue pacing around the mill setting traps for all the enemies. Try to gather them all to one spot, then unleash a trap to take them all out. If Bentley's health gets too low, lure some of the lowly thugs to the traps and gather any health they drop.

Whittle down Bison's health and he will start chucking dynamite. Stay away from the red light emanating from the dynamite, as this indicates the blast radius. Drop the Bison's health to zero and prove the pen is mightier than the sword!



GOTTA MAKE THAT FLIGHT

Arpeggio is on his way, so run as quickly as possible for the battery silo near the lighthouse. The gang may have lost all the Clockwerk parts, but at least they know where they are. Now waiting inside a giant battery, they are headed straight for them.

Episode 8: Anatomy for Disaster

RAPIDLY FLYING TO PARIS

Dejected and looking to rebound, Sly and company stowed away aboard the remaining KLAWW gang members' blimp. All the Clockwerk parts are here and the crew is determined to get them back. Bentley's GPS has tracked their position over the Atlantic Ocean with a heading toward the City of Lights... Paris.

30 Total # of Clues

CLUE BOTTLE COMPANION

On top of the hot air balloon to the left of the safe house.



This one is in front of the large propulsion propeller above engine Beta.



Two bottles are positioned on the crane above the safe house.



This clue bottle rests on the arch above engine Gamma.



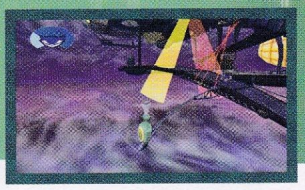
This bottle rests on the lowest deck of the ship, right underneath the giant propeller.



These two bottles are sitting at great heights guiding the ship to destiny.



These two bottles are next to the tattered wings between engines Gamma and Beta.



AVAILABLE GADGETS ON THIEFNET

GADGET	PRICE
Temporal Lock	2000
Diablo Fire Slam	2100
Feral Pounce	1900

LOOT

LOOT	SELLING PRICE
Small Necklace	42
Medium Necklace	84
Large Necklace	127
Small Diamond	45
Medium Diamond	91

LOOT	SELLING PRICE
Large Diamond	137
Golden Vase	726
Jeweled Egg	752
Golden Headdress	803

THE MARK: ARPEGGIO

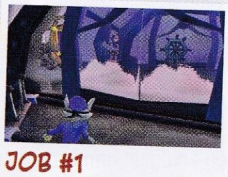


Having been born with wings too small to fly, Arpeggio's massive airship is a prime example of overcompensation. As chief inventor of the KLAWW gang, he was the mastermind for all of the gang's Clockwerk part operations. What he plans to do with the parts can only spell disaster for the world.

THE SCORE: ALL THE CLOCKWERK PARTS

The Cooper crew's run-in with Jean Bison caused them to lose all of their hard earned Clockwerk parts. Arpeggio has them and if he plans on reviving Clockwerk, the whole world could be in danger.

BLIMP HQ RECON

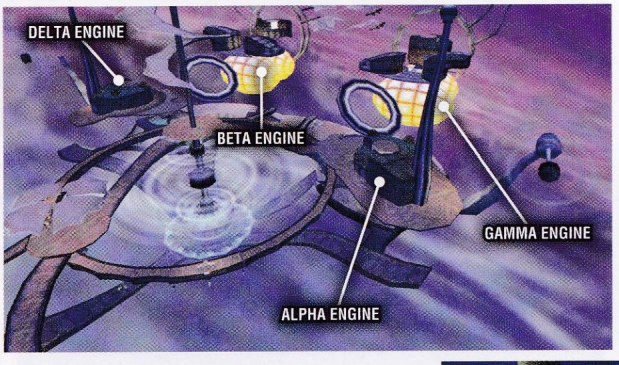

JOB #1

How far has Arpeggio gone in rejoining the Clockwerk parts? That is the immediate question for the gang. The answer may lie inside the large blimp flying alongside the fortress. Bentley has picked up an enormous magnetic field emanating from it. To reach the airship, take Sly over to the fortresses' engine Alpha (the furthest structure to the right of the safe house). From the start beacon, climb the rope attached to the small balloon and paraglide to the blimp.

LAY OF THE AIR

It can be easy to get lost in Arpeggio's massive flying fortress. Bentley established the safe house in the battery in the front of the ship. The middle of the fortress houses a giant propeller that keeps the craft aloft.

Propelling the behemoth are four engines (named Alpha, Beta, Delta, and Gamma) that separate the rear end of the ship. Most of the jobs are located in the engines and Bentley and Murray can only reach them from the giant propeller's top deck.



COMBINED HATRED

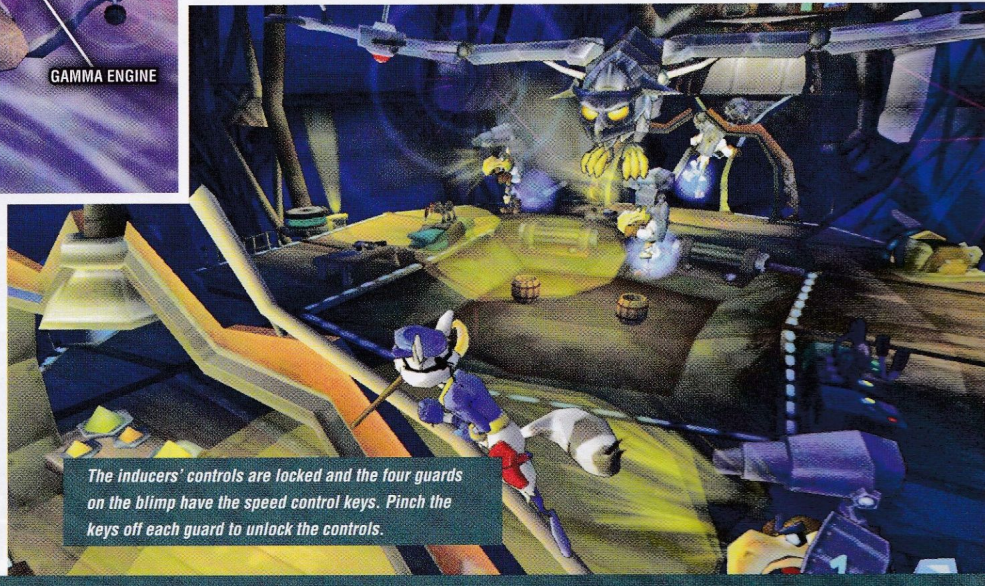
Inside the blimp, Sly is shocked to see that Arpeggio has done what he has been fighting to prevent. Clockwerk is whole! The gang must set this behind them and capture some photos in order to best assess their situation.

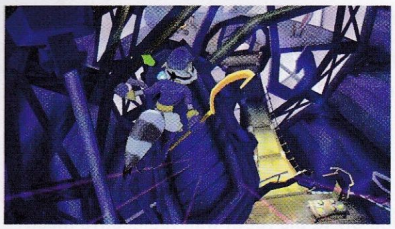
Drop down and look behind Sly to the room with radioactive mech eggs and get a shot of them. Next, get to the top of the arch at the bottom of the stairs. Aim the Binocucom and snap a shot of one of the electro platforms rotating around the blimp. Move to the other side of the blimp and grab a picture of Clockwerk's head in the middle of the blimp. Finally, go up the stairs and take some photos of Arpeggio and Neyla.



BIPOLAR DISORDER

Although Clockwerk is reassembled, he doesn't appear to be active. Sly pleads with Bentley to find a way to shut down the bird here. Bentley noticed the electro platforms' magnetic inducers are holding Clockwerk together. If Sly can slow down the platforms, he can manually reverse the polarity of the inducers and the parts can be separated again.


The inducers' controls are locked and the four guards on the blimp have the speed control keys. Pinch the keys off each guard to unlock the controls.



The platforms are rotating at a slower pace. Scale the wires holding Clockwerk together and paraglide to each platform. Land on the platforms at the height of its rotation and push the switch.

After the gang reverses the inducers, it seems that changing the polarity had the opposite effect, fusing together the dreadful eagle.



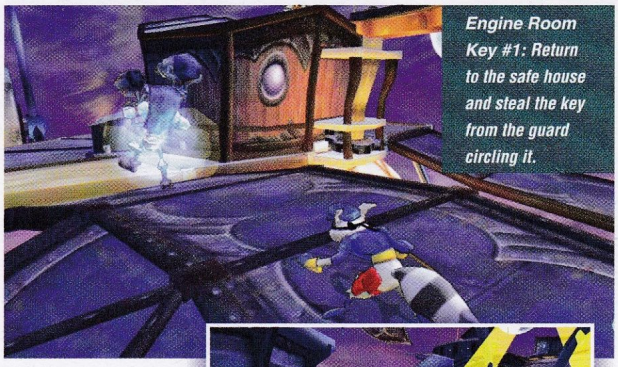
JOB #2

SLY & BENTLEY CONSPIRE

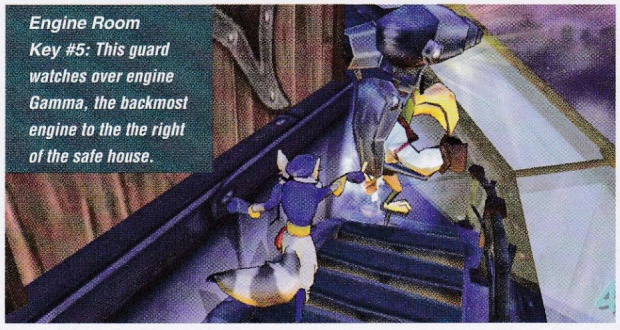
TARGET: BLIMP ENGINE BETA

Going from bad to worse, Clock-La wants to complete her transformation and gain immortality from the collective hate of all of Paris. The gang must act quickly to deactivate all of the engines before Paris becomes a giant city of fury!

The first target is the fortresses' engine Beta—the ship's rear engine located to the left of the safe house. Travel to the start beacon on top of the hot air balloon. The entrance into the engine is locked, so pilfer five engine room keys from the toucans.



Engine Room Key #1: Return to the safe house and steal the key from the guard circling it.



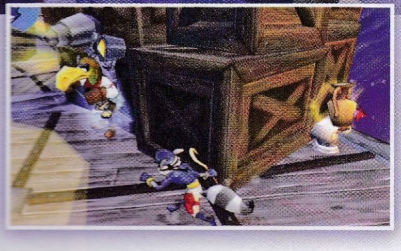
Engine Room Key #5: This guard watches over engine Gamma, the backmost engine to the the right of the safe house.



Engine Room Key #2: Find this toucan touring the bottom deck of the giant propeller.



Engine Room Key #3: This one is patrolling the middle deck of the giant propeller.



Engine Room Key #4: This one is overlooking the cargo on the middle deck at the rear of the fortress.

LIGHTS OUT AT BETA HOUSE

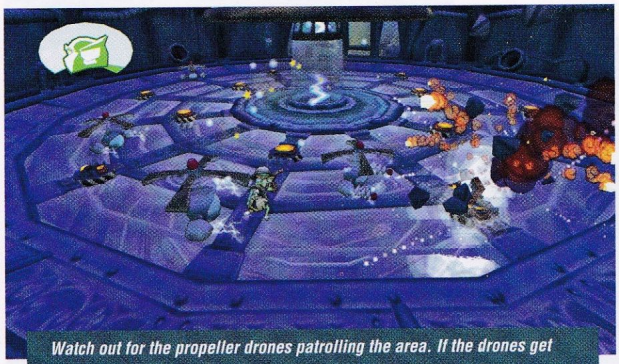
Unlock the engine Beta's entrance for Bentley. Engine Beta is powered by a series of light bulb generators. Shoot out the light bulbs, but make sure to take out the matching pairs. Each set of light bulbs (top and bottom) circle together around the generator. There is no time limit, so aim carefully and shoot the corresponding bulbs.

A THOUSAND WAYS TO DESTROY A LIGHT BULB

Aim the crossbow with care, because if you shoot the wrong bulb… well, a power surge will shock Bentley. If the bulb goes behind the generator, simply wait for it to return to the other side.



Run to the other side of the generator and bounce up to the next level. There are a number of power nodes on the floor at this level. Drop bombs on each of them. Once all the nodes are eliminated, flip the override switch to deactivate the engine.

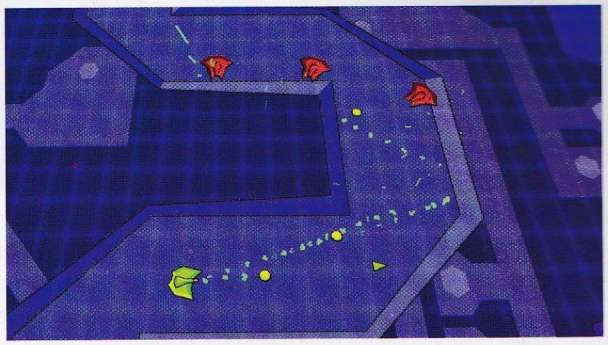


Watch out for the propeller drones patrolling the area. If the drones get too close, swipe at them or shoot them down with Bentley's dart gun.

THIEFWARE IMPROVED

Bentley has upgraded his cyber avatar! His digital fire can now ricochet off the walls, so bounce shots around corners to avoid enemy fire.

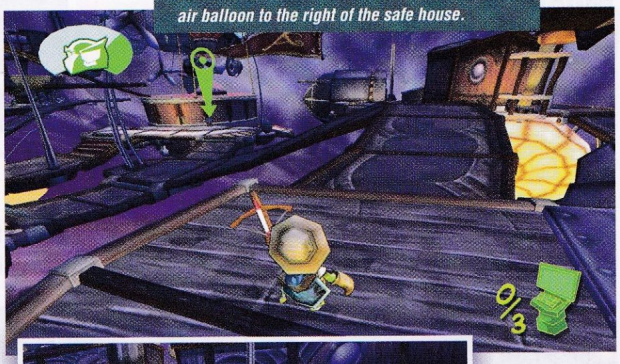
Arpeggio is no technical slouch, though, as his computer security has beefed up. The presumed smashed bird installed level two red sentries in his systems. These moving agents have stronger armor and larger laser fire.



RARE LOOT ALERT!

Before proceeding to engine Delta, thieve the Golden Headdress sitting in a nook on the engine Beta. Successfully backtrack the headdress to the safe house in 1 minute 20 seconds for 803 coins.





Computer #1: Installed at the base of the hot air balloon to the right of the safe house.



Computer #2: Move to engine Alpha next to Arpeggio's blimp.

BENTLEY & MURRAY TEAM UP



JOB #3

TARGET: BLIMP ENGINE DELTA

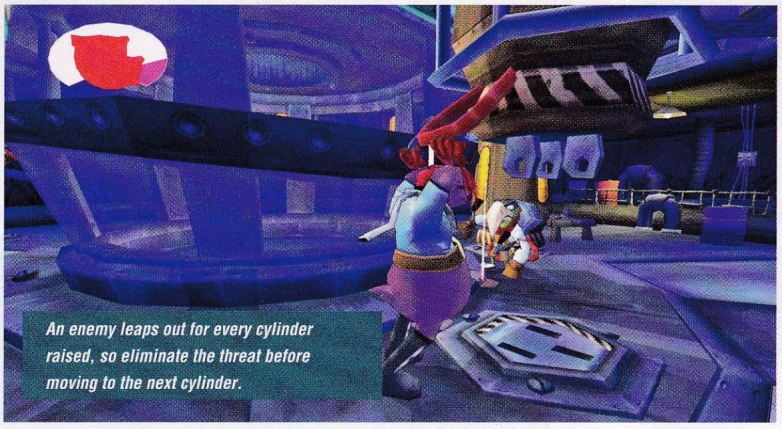
Sophisticated computer safeguards block the entrance to the engine Delta and the generator inside has some heavy transformers. Applying some brains and brawn to the engine should solve those issues. Move Bentley over to the start beacon on the propeller engine to the left of the safe house. Hack three computers spread throughout the fortress to open the engine room. Once the last computer has been cracked, Murray goes in for the kill.



Computer #3: The last console is at engine Delta.

GENERATE SOME DESTRUCTION

Murray finds the generator is filled with heavy transformer cylinders. Get next to one of the cylinders and press ◉ to start lifting it. Rapidly tap the face buttons on the controller to raise and lock the cylinder into position. Elevate all the giant cylinders to reach the next level.



An enemy leaps out for every cylinder raised, so eliminate the threat before moving to the next cylinder.



Stations #2 and #3: The next two stations are located on a deck below engines Beta and Delta.



On the engine's top floor, Murray locates the cylinder caps. Thunder flop the caps to send them crashing to the floor below. Once again, propeller drones defend the top floor. Once all the cylinders are crippled, move to the control booth and flip the switch, deactivating the engine. Two down, two to go!

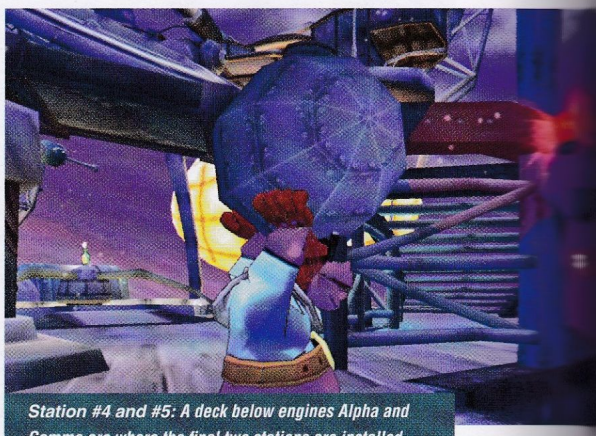
MURRAY & SLY TAG TEAM

TARGET: BLIMP ENGINE ALPHA

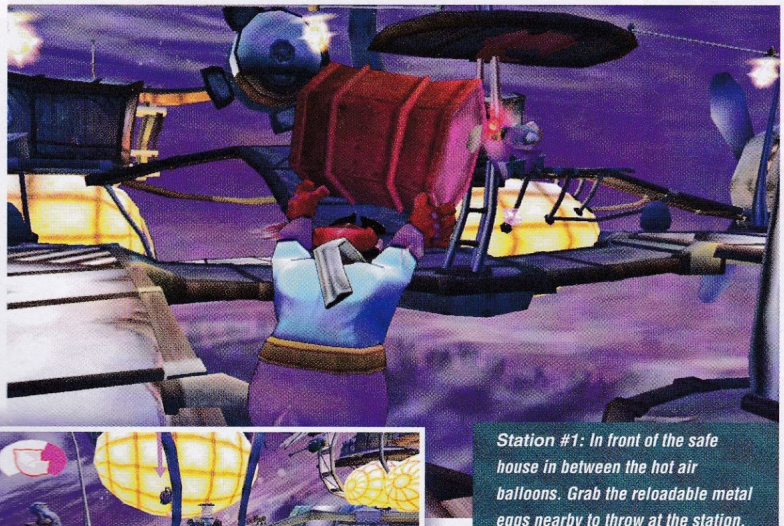


JOB #4

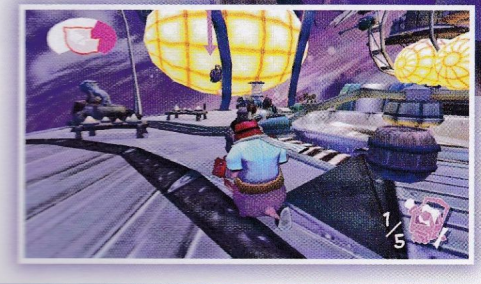
Murray's pitching arm is required to bust up the next engine. Get Murray to the start beacon on the propeller to the right of the safe house. To gain access to engine Alpha, demolish the five power stations scattered around the fortress. Jet-powered toucans respond to any damage caused to the stations. Remember to throw objects at the stations—toss three objects to finish one off.



Station #4 and #5: A deck below engines Alpha and Gamma are where the final two stations are installed.



Station #1: In front of the safe house in between the hot air balloons. Grab the reloadable metal eggs nearby to throw at the station.



THE ENGINE ALPHA'S OMEGA

Hurdle over the lasers sweeping the floor to reach the boosters on the other side of the room, but don't run into the red heat field rotating around the generator. Keep jumping over the lasers until Sly is clear to move up.

On the second level, try to time Sly's spire jumps correctly on the spinning saws to safely reach the other side. The saws take turns spinning, so alternate jumps between the sharp tools. A heat field once again tests Sly's serenity; reach the other side and disable the third engine.



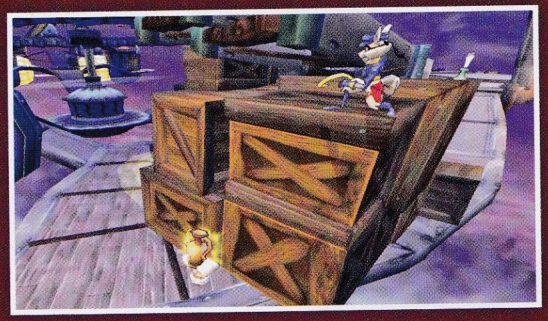
VAULT SIGHTING!

You may have noticed that the vault holding the Shadow Power is securely locked inside this once inaccessible room. Procure all 30 clue bottles to unlock the ultimate stealth move!



RARE LOOT ALERT!

The large wooden crates on the deck below engines Beta and Gamma conceal a Golden Vase. Nab the vase and bring it back to the safe house in one minute to score 726 coins.



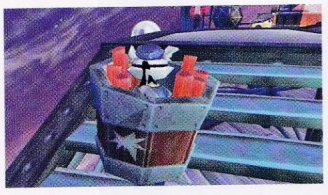
CHARGED TNT RUN

TARGET: BLIMP ENGINE GAMMA



JOB #5

The final engine is too strong to break into and immobilize, so the gang plans to blow the thing up. Sly starts his bombing run on the middle deck below engines Beta and Delta. The payload provided is not strong enough to disable the engine, so Sly must pick up three magnetic charges along the way. Drop down, hop into the TNT barrel, and travel past a slew of guards to the engine.



Charge #1: On the staircase a deck below engine Gamma.



Charge #2: Return to the safe house and grab this one.



Charge #3: Get to the top deck of the fortress and head toward blimp engine Alpha.

Every charge is strapped to Sly, so all he has to do is deliver the barrel to engine Gamma. Take the path through the top deck to reach engine Alpha. Pass through the engine and wait for the revolving propeller to level itself. Next, lug the TNT over the gap to engine Gamma. Use the elevator to reach the weak point and blow it up!

MEGA-JUMP JOB



JOB #6

Carmelita has agreed to temporarily join forces to stop Clock-La from gaining immortality. However, the vicious vixen can't find the fortress amidst the storm. Scale the four towering towers and send a radio pulse to Carmelita. Set off to the compartment right next to the safe house and Bentley straps a mega-jump pack to Sly's back.

Press R2 to operate the jet pack, which allows Sly to soar to great heights. When used in tandem with all of Sly's other jumping abilities (the double jump, paraglide, and so on), there is no height too high for this noble thief.



All four towers are installed on an engine room. Approach each tower, use the mega-jump to scale it, and activate the radio signal at its peak.



CLOCK-LA'S WRATH

When Clock-La's head glows red, it signals that she's about to unleash an unavoidable energy ball at the chopper. Swiftly focus fire on the bird to interrupt the attack.



Not easing up her assault, Clock-La directs larger missiles with red contrails at the pair. These are heavily armored and take a couple of shots before going down. When Clock-La's armor gets less than half, she sends spinning electrical rings at the chopper. Shoot at the ring to force the electricity outside the obstacle's center and Carmelita can fly right into it unharmed.



RARE LOOT ALERT!

Before Sly volunteers to become Carmelita's wingman, grab the Jeweled Egg at the top of engine Gamma. Return the egg to the safe house in 1 minute 20 seconds and Bentley can sell it for 752 coins.



CARMELITA'S GUNNER



JOB #7

The radio pulse summons Carmelita to the flying behemoth. Carmelita picks up Sly at the compartment to the right of the safe house. Sly mans the turret to shoot at Clock-La while Carmelita pilots the helicopter. Clock-La's armor is thick, so maintain a steady stream of fire on the mechanical monstrosity. Clock-La won't take Sly's attacks lightly, sending a payload of missiles at the helicopter.

SHOWDOWN WITH CLOCK-LA



JOB #8

BOSS CLOCK-LA

Leap and glide off the debris, heading toward the rest of the gang, who are being held in the talons of Clock-La. The only weak spot in her entire reinforced body is her eye. Target it until Clock-La's health is gone.

Once on Clock-La's back, employ Sly's thief walk and spire jump to stay on her left wing. Remain on her wing until the bird turns her head and starts to charge her eyes for an energy ball attack. As Clock-La charges her shot, dash to the glowing eye and hit it with Sly's cane.



Clock-La has crashed outside of Paris, but she is still alive and kicking. The team readies a final assault on the sinister bird. Have Murray hurdle over the lasers and pry open Clock-La's beak. Guide Bentley to her head and plant some bombs in her beak. The explosion frees Bentley to remove the hate chip, but the heavy Clockwerk head falls on him. Clockwerk is no more, but at what cost?






SLY 3
HONOR AMONG THIEVES

Prologue
KAINE ISLAND, SOUTH PACIFIC

It's been a year since the Cooper Gang defeated Clock-La and the KLAWW Gang, leaving the Clockwerk parts harmlessly strewn along the bottom of the Seine River. Sly has assembled a new gang and he's ready to return in high style with the "crime of the century." Now that the exterior elephant guards are out of commission, Sly can approach the island fortress.

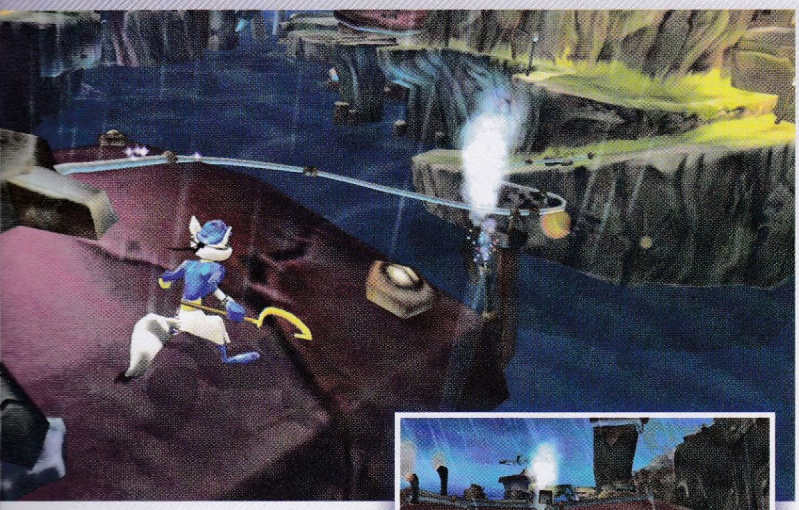
THE COOPER VAULT

5X5, ANIMAL STYLE



JOB #1

The entrance seems impregnable, but a quick look around reveals the shell of an abandoned delivery truck. Press ◉ to walk along the attached rope to the top of the main entrance. There's a live power line to the left, so use it to slide to safety across the water.





Sly won't get very far before encountering a triad of guards as he approaches the ledge. Fortunately, aerial support is swift to respond and makes short work of the foes.

Hop onto the next rocky outcropping and wait for Sly's teammate to knock down the broadcast antenna. Hop to the next ledge up and to the right, then continue to stick to the cliff face. Drop down the next few ledges and artillery support arrives to blast open an entrance. Take the underground passage leading into the heart of the fortress. Press ◉ at the end of the corridor to smash through the fan.

THE ROOT OF ALL EVIL

Loose change isn't just found in seat cushions. As Sly navigates this subterranean passage, he can smash the roots to obtain some extra coinage.



1.21 JIGA-WHATS?

The steam jets emanating from the vault-cracking machinery may be harmless, but Sly is in for a shocking surprise if he assumes that the electric bolts are similarly safe. Keep Sly's fur from going up in flames by employing properly timed jumps.



Another teammate comes to Sly's aid by blasting the forcefields along the pipes in the current chamber. Ever fearless, Sly's unperturbed by the shark-infested waters on the other side of the glass walls lining the lab.

RED DEAD ROOFING

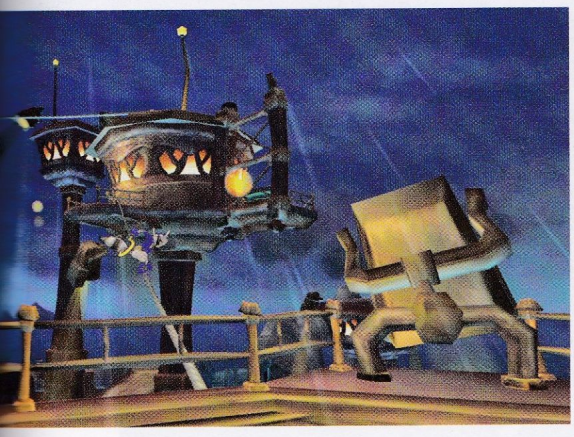
The red forcefield making up the floor around Sly is actually a dangerous security ceiling for the lab below. Treat it like a museum exhibit and don't touch!



Moving forward, leap onto the nearby glass topped elevator. On the ride up, Sly overhears the villainous cruelty of Doctor M as he demonstrates his intolerance for failure by poisoning one of his henchmen for failing to reprogram the alarm code.

TOPSIDE TOWERS

Proceed across the rope line and up to the adjacent tower. Hold ◉ to sneak along the ledge and around the top of the tower. Once on the other side, jump onto the green accordion for a boost up to the top. Unfortunately, as soon as Sly gets his footing, an unavoidable spotlight is upon him.



DYING IN THE LIMELIGHT

Spotlights don't just call attention to Sly, they're also equipped with their own projectile weaponry. Sly can't avoid this spotlight, so take it as a lesson learned at great cost.



Scamper across the ropes while avoiding the incoming fire. Once Sly makes it to the security controls, he can disable both the security system and the drills at work on the vault door. Simply enter the code overheard from the elevator ride.

Doctor M spoils this victory with his untimely arrival. He's out of range with his projectile-firing jetpack, so Sly must follow Bentley back to the gang. Backtrack across the ropes and meet him at the elevator. Once there, drop to the lab below.

ISLAND ESCAPE

The lab is flooded and Sly must bound across the assorted bits of flotsam to escape. Don't worry if it looks like it's a dead end—Doctor M's attacks bring down the house along with additional platforms to hop across. Bounce up the green accordion and follow Bentley out.

The escape is thwarted by the sudden reappearance of Doctor M. But this time, he's strapped to a giant, biomechanical lizard that snatches Bentley. Rush across the fallen tree bridging the water and free Sly's friend!





After whacking Doctor M twice with Sly's cane, Bentley pleads for Sly to save himself. But this Cooper leaves no man behind. Sly hurls his cane into the gaping maw of the giant lizard, which provides enough of a distraction for Bentley to get loose. Unfortunately, Sly gets caught in the grasp of the great lizard.

TUTORIAL: HAZARD ROOM

REMEDIAL RACOONUS

Flashing back, we find Sly in the Hazard Room—a high-tech training facility designed by Bentley. Before tackling Doctor M's massive operation, Bentley decided it was time for Sly to brush up on the basics.

STRETCH NAVIGATOR

Press ● to activate the left control panel and the navigation tutorial. Bentley talks Sly through the basics of using the right stick to look around and spot the next objective. Press L3 to bring up a waypoint to the next objective.

Follow this series of waypoints above the crates. They're stacked fairly high, so Sly needs more than a standard jump. Two quick presses of ✕ enables Sly to double jump on the crates. Continue following Bentley's instructions to move around the room and reach all the waypoints.





HIGHS & LOWS

As the training continues, cross the gap by jumping and pressing ● to perform a spire jump. This allows Sly to hop from one spire to the next and land safely on the wooden platform across the way.

Once Bentley is appeased, the room reconfigures. Press ● near the ground floor opening to crawl through. Once on the other side, Sly exits the Hazard Room. Looks like he's still got the moves. It's time for Bentley and Sly to begin recruiting for their biggest heist yet!



Episode I: Opera of Fear
VENICE, ITALY: DAY 1

Since Bentley's tragic injury, Murray left the team to explore the world in a quest for spiritual enlightenment. But in order to pull of this latest heist, Bentley and Sly need Murray's help. His most recent sighting was in the City of Canals—Venice, Italy.

It's a tough town in the grasp of the local mob boss—Don Octavio. Once a successful opera singer, he turned to a life of crime when rock 'n roll took over. Now his security forces operate with impunity around town.

AVAILABLE GADGETS ON THIEFNET

GADGET	PRICE
Trigger Bomb	200
Fists of Flame	400
Smoke Bomb	300

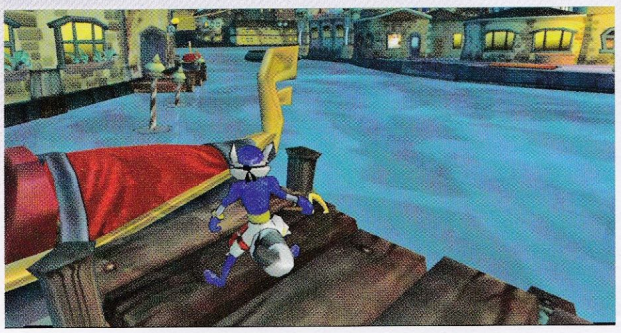
POLICE HQ


JOB #1

Given Murray's criminal record, Bentley suggests Sly check out the local police station first. At the very least, it will provide a good source of information about the local criminals operating in the area.

HERE TODAY, GONDOLA TOMORROW

Head toward the gondola docked near the safe house entrance. Bounce off the cloth-covered section and perform a trampoline bounce over to the nearest pole.

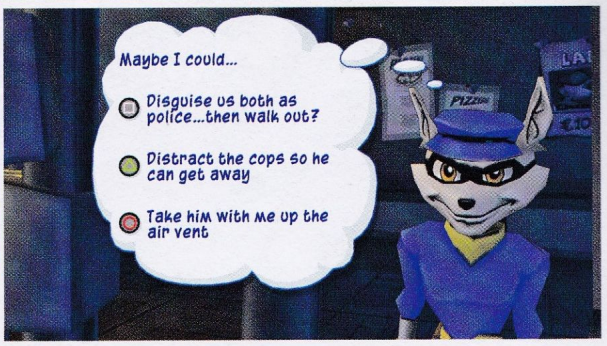


Traverse the waterway and along the opposite side by employing a series of spire jumps until the next gondola gives Sly a lift to an overhead rope. Head to the top of the dome where Bentley makes contact and tells Sly to proceed to the jail cell. Murray's nowhere to be found but a familiar face from the past makes a surprise appearance: Dimitri!


Smooth-talk the forger by first pressing ○ to cut a deal followed by △ to distract the cops.

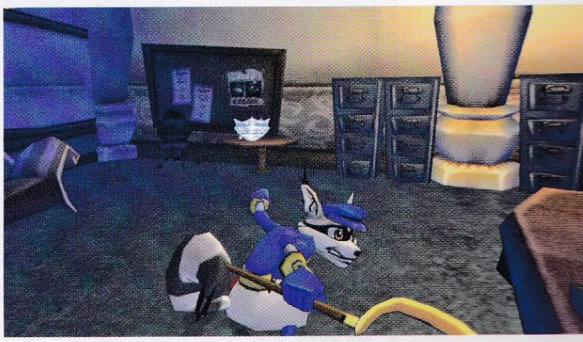
TALKING SHOP

Conversational tact is a skill the gang has picked up since their last heist. Use some smooth talk to get out of—or into—sticky situations by pressing the button corresponding to different dialogue choices.



STATION EVASION

Sly needs to reach the head office to find the key to Dimitri's cell. Fortunately, the foes in the next room are distracted by a presentation by none other than Sly's sometimes-nemesis, Carmelita Fox.



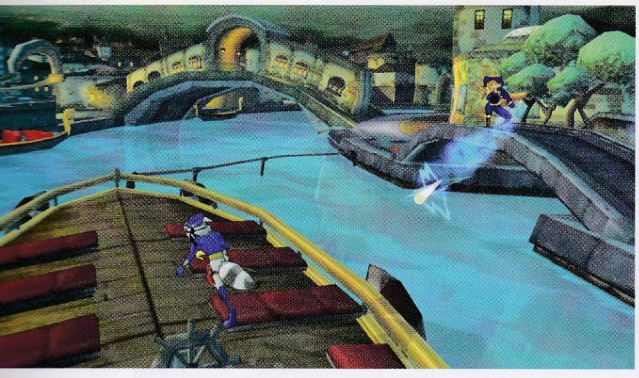
Crawl underneath the table by Dimitri's cell to access the rest of the station. Stealthily creep beneath the cover of darkness in a straight line across the office. Once on the other side, crawl into Carmelita's office and snag the key.

The station's fluctuating power problem requires that Sly must be securely hidden below a desk whenever the lights come on. Back with Dimitri, the key unlocks the first padlock, revealing a combination lock. Rotate the left stick in the direction indicated by the green arrows. When there is a vibration and blue glow, change direction as indicated by the arrows until the lock is cracked.

PLAYING HARD TO GET

With Dimitri free, Sly just needs to distract the cops. But once outside, Carmelita gives chase. Navigate across the poles and gondolas as Carmelita, avoiding her gunfire. Once back onto solid ground, Sly's old pal Murray appears!

Murray informs Sly his Guru insists his spiritual journey isn't complete until the dark waters run clear. So to get him onboard, Sly and Bentley need to clean up Venice's polluted waters. It just so happens that word around town points the blame for the tar in the waters at Don Octavio.



OCTAVIO SNAP



JOB #2

It's not enough to simply stop Octavio, the gang needs to gather enough evidence to make sure he doesn't threaten Venice again.

BIRTHPLACE OF THE PAPARAZZI

Sly must take some pictures tying Octavio to the crime. Avoid the guards on patrol by using access to the canal. Cross the water stealthily atop the various boats and use the ropes to proceed from rooftop to rooftop.

SHUTTER BUG

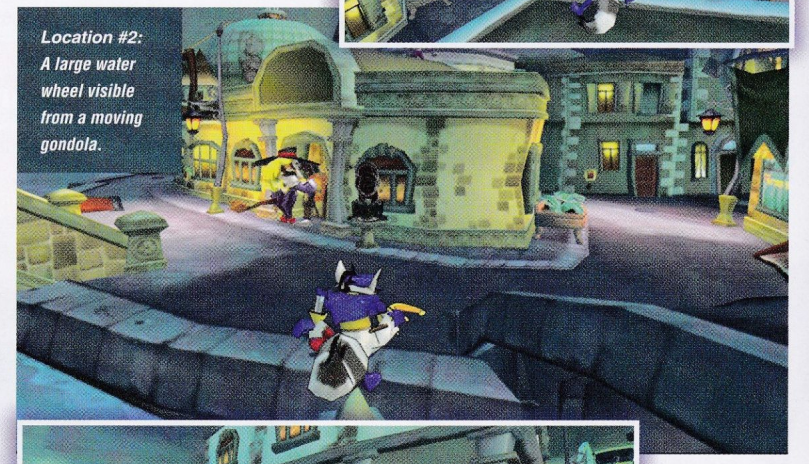
Use the Binocucom to catch the Don in the act of polluting. Press R3 to activate the Binocucom, aim with the left stick, zoom with the right stick, and press R1 to snap a photo.

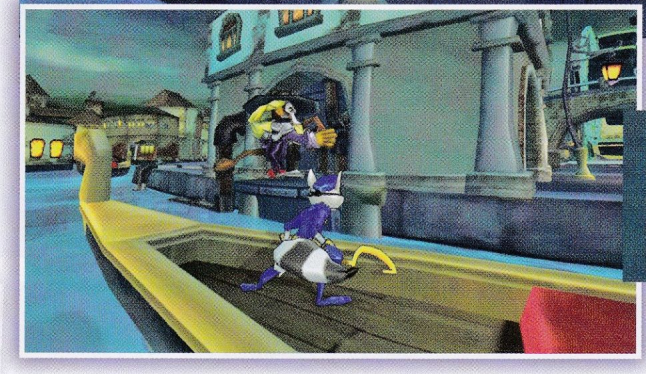
Keep following Octavio around town and build a case against him with more photos. For quick reference, the locations are described here:

Location #1: Across the bridge in front of the safe house.



Location #2: A large water wheel visible from a moving gondola.

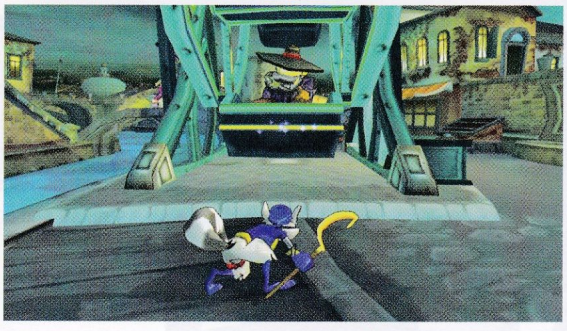




Location #3: An aquarium full of defenseless fish by the water's edge.

COME 'ROUND & LISTEN

Next, Octavio is headed to the ferris wheel. While he's distracted by his phone call, draw closer and grab his carriage by pressing ◉. It turns out Octavio has a mysterious benefactor by the name of Giovanni who rigged the Ferris Wheel as a giant pump for the tar that is polluting Venice. Once the coast is clear, Sly smashes the control panel and Bentley rolls up to sabotage the electronics to complete the job.



INTO THE DEPTHS



JOB #3

To ensure the law comes down hard on Octavio, Bentley needs to get inside his computer for some incriminating evidence. This task will require a daring break-in of the Opera House to access it.

BEST CELLAR

To gain entry to the Opera House, Sly must enter via the cellar door in the small garden to the right of the building. Once over the fence, Bentley rolls up to accompany Sly. Proceed through the next two chambers by pressing ◉ to simultaneously activate the dual buttons with Bentley. Hop across the floating wooden crates, shimmy along the ledge, and continue to the series of gondolas in the tunnel. This brings Sly to a rotating, inferno-spewing obstacle. Jump and grab the central pole and shimmy past the intermittent flames.



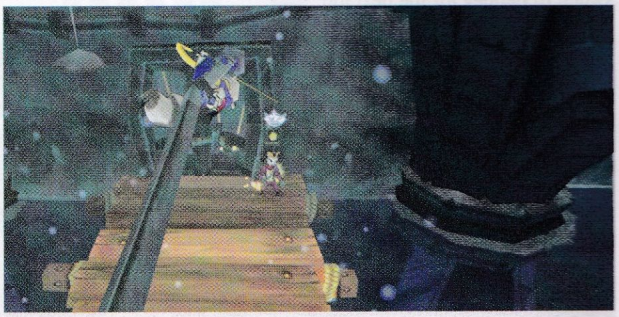
ROLLING ON DUBS

The next series of spire jumps look more intimidating than they actually are. Do a double jump before pressing ◉ to perform a spire jump. This way, Sly won't break a sweat and he'll avoid the flames altogether.



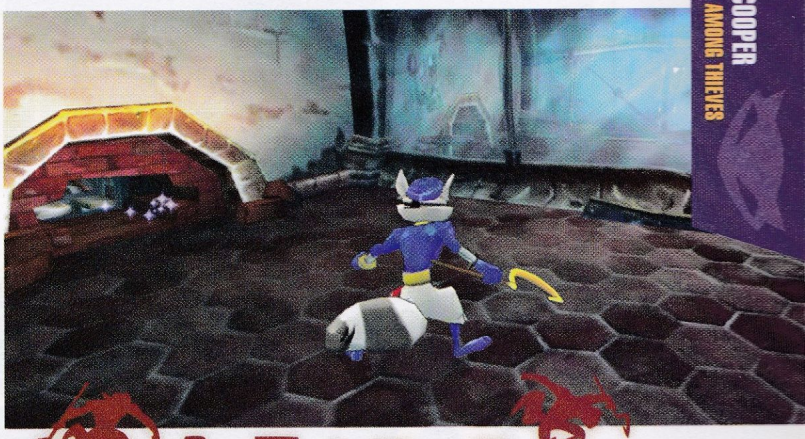
Scoot along the ledge and wait for each laser beam to pass before moving on. Once Sly reaches the gondola, jump and grab the pipe overhead and take it to the next door.

Not only is the next door heavily reinforced, but there's also a guard outside. Bentley's explosives expertise is needed to get past, but first Sly must dispose of the hapless guard and trigger the switch to create a path for Bentley.



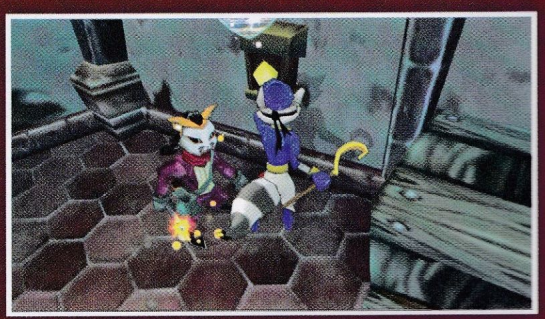
Once Bentley blasts through, Sly must travel down a laser-filled corridor. The safest spot to maneuver is located in the dead center, so proceed along the straight and narrow to avoid damage.

The thick, protective glass in the next room is immune to Bentley's explosives, so Sly should start with the nearby crawlspace. At a fork in the vent, take the left route and continue until he reaches a room with a switch and a guard. Push the button to let Bentley in.

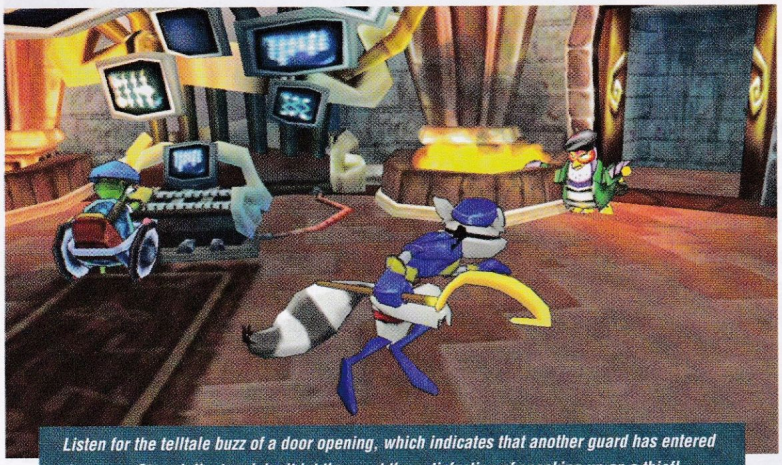


A WHEELIE GOOD FRIEND

Time's a wasting! Why fight when Sly can just press the button to let Bentley in? With the right timing, Bentley's door explosives can knock the guard to the ground, making it a piece of cake to finish him off.



Continue past the laser corridor and eliminate the guards in the next room. Activate another two-man switch to gain access to Octavio's computer; unfortunately, this alerts some guards to the gang's presence. Defend Bentley from the guards until the download is complete. With the data secure, it's time to return to the safe house and switch to Bentley for the next job.



Listen for the telltale buzz of a door opening, which indicates that another guard has entered the room. Stay vigilant and don't let them get the satisfaction of sneaking up on a thief!



CANAL CHASE

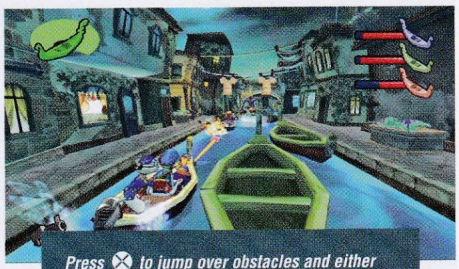


JOB #4

It seems Octavio has had enough of Carmelita's meddling, as he has put a hit out on her. Bentley needs to hotwire a speedboat and take out the Blue Viper Gondola Gang before they dispose of Carmelita!

STRIKE FIRST, STRIKE HARD, NO MERCY

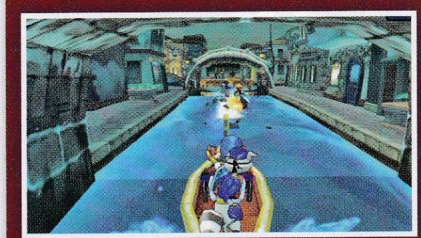
Return to the plaza outside the police station and proceed to the pier. After Bentley hotwires the police boat, Sly joins him in their pursuit of the Blue Vipers. The ensuing chase proceeds down a particularly crowded canal. Nimble reflexes are required to avoid taking too much damage.



Press ✕ to jump over obstacles and either ▢ or R1 to shoot Bentley's gun.

SHIPSHAPE

Pay attention to the health meters in the corners. The upper-left shows the condition of Bentley's boat, while the upper-right indicates that of the Blue Vipers. The meter in the lower-left illustrates how close Bentley's gun is to overheating.



Episode I: Opera of Fear
VENICE, ITALY: DAY 2

The full scope of Octavio's operatic scheme has come into focus. He's luring audiences via garish advertisements to his opera recital on the first day of Carnivale. He then intends to revel in their horror as his tar pollution causes the city to sink into the sea. Making things tougher, Octavio brought in the jetpack-equipped Vincenetti gang for aerial security support.

AVAILABLE GADGETS ON THIEFNET

GADGET	PRICE
Adrenaline Burst	400
Combat Dodge	400
Knockout Dive	300
Push Attack Level 1	200

TURF WAR!


JOB #1

The gang can't get anywhere near Octavio while his security detail is in full force. Luckily, Carmelita is still in one piece. A little strategic maneuvering and her mercenaries can keep Octavio's Vincenetti troops in check.

THE ENEMY OF MY FR-ENEMY IS STILL MY ENEMY

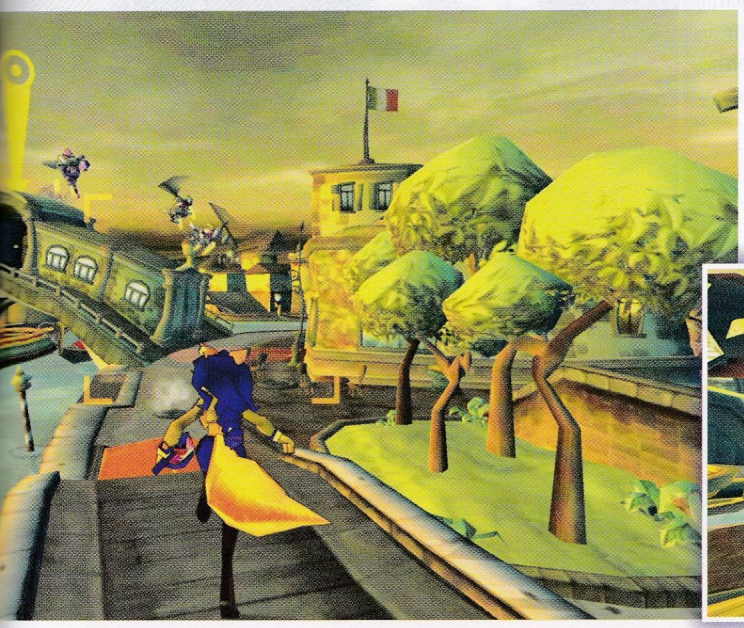
Bentley manages to bait a lone Vincenetti into following him to the police station. Once there, Sly shows his gift for accents and tricks one of Carmelita's Apes into a confrontation with the flying Vincenetti.

Carmelita has her own set of lethal law-enforcement moves. Press △ to enter or exit strafe mode. While in strafe mode, move the left stick to the left or right to make Carmelita shift from side to side instead of running in that direction. Press ■ to kick and R1 to shoot. Hold ● to charge a mega jump that activates when the button is released.

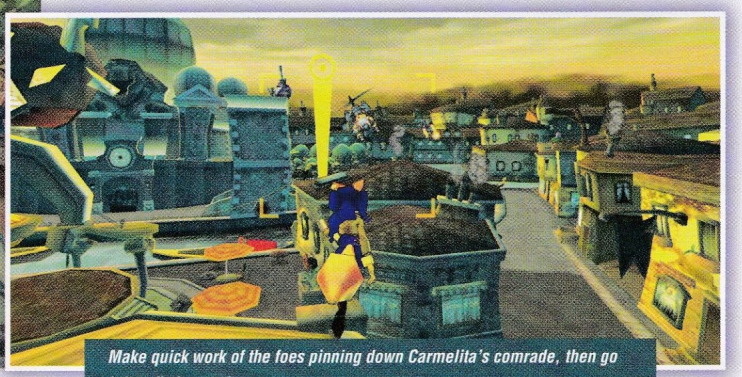
THINK INSIDE THE BOX

Carmelita's sidearm is plenty accurate, so don't waste time lining up the perfect shot. As long as Carmelita's Vincenetti foe is within the targeting reticule, you're guaranteed to hit the target.



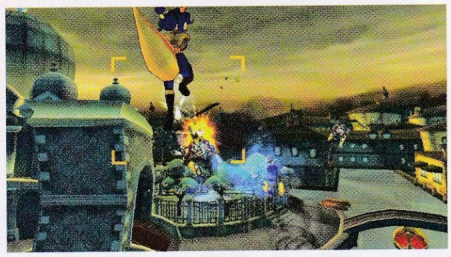


The Vincenetti forces attack with bombs and gunfire. Keep an eye on them and it won't be difficult to spot their incoming attacks. After disposing of the first two goons, Carmelita receives a radio call for help. Head there as quickly as possible.

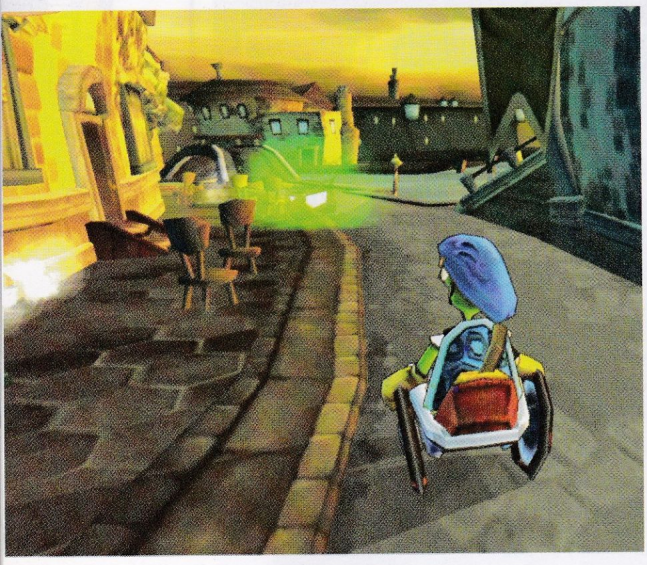

Make quick work of the foes pinning down Carmelita's comrade, then go left to find more foes.

JUMP FOR JOY

Carmelita doesn't have Sly's acrobatic prowess or sprinting speed. Covering a lot of ground quickly requires strategic use of her mega jump and environmental assists (like steam vents) to take her to the rooftops.



It's not over yet! The Vincenetti are mounting a counterattack on the police headquarters. Get back there and take out the last of the aerial assailants. Afterward, return to the safe house and switch to Bentley to undertake the next job



TAR BALL



JOB #2

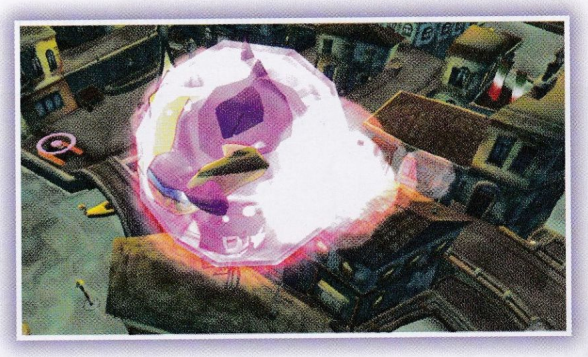
Bentley needs to meet up with Murray for a reunion long in the making. But there's little time for catching up. Octavio's pollution plan is too far along for Sly and Bentley to stop the flow of the toxic tar on their own. The gang needs Murray's raw strength to stem the tide.

WHAT IN TAR-NATION?

Although Murray refuses to use his strength to fight, he's more than willing to put to good use the Ball Form he learned in the course of his spiritual journey. Press L1 to curl up into a ball, then roll over to the nearby air vent and let it launch Murray skyward. Guide his landing toward the tar drum by the small bridge and press ✕ on impact to destroy it.



There are five more tar drums scattered around town. In order to track them down, stay in Ball Form and use the vent to launch Murray again. While mid-air, press L3 to reveal the remaining tar drums and bounce toward each one to smash them into oblivion. When this task is complete, head to the safe house and switch back to Sly.



THAT'S HOW BALLERS ROLL

Make sure Murray doesn't revert back to his "normal" form. If this happens, all the tar drum waypoints will disappear, leaving just one back at the air vent. The only way to make them reappear is to backtrack to the vent and launch Murray again.

MAXIMUM AIR

Make use of the rooftops for Murray's bouncing needs and make sure he maintains enough height to destroy the tar drums. The higher he falls from, the higher he bounces. When Murray loses his rosy pink glow, it means he has lost his momentum. When this occurs, the doors around the tar drums close up until Murray starts over at the air vent.



RUN 'N BOMB

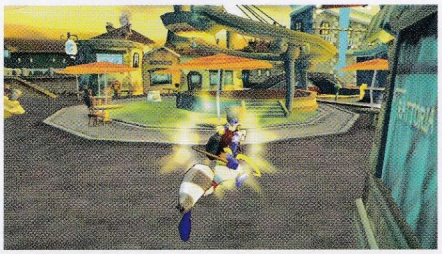


JOB #3

To take out the offending advertisements, Bentley has commandeered a Carnivale fireworks shop. Between their raw materials and Bentley's explosives expertise, Octavio's eyesores hardly stand a chance!

DYNAMITE!

The one caveat to Bentley's crafted explosives is their fuses were designed for merrymaking, not mass destruction. Sly must run from the get-go in order to stay in one piece. As soon as the fuse meter on the right side of the screen starts counting down, run down the road to the left. Go to the bridge on the right side of the plaza to reach the anchor tethering the first balloon ad. Run to it and press ◉ to plant the bomb.



STAYING GROUNDED

Forgo rooftop excursions during this job, as climbing wastes more time than it actually saves.

This next bomb has a longer fuse due to the greater distance to the next target. The target is a balloon ad floating above the fountain next to the police headquarters.

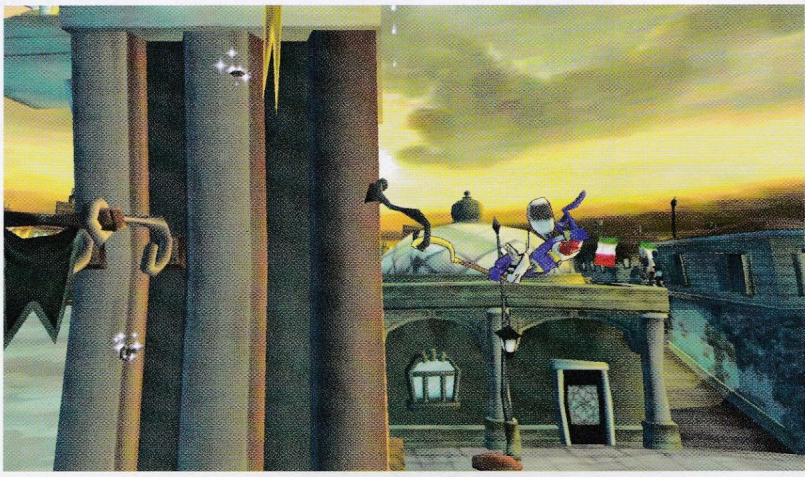


Bentley has something extra special in mind for this one. Once free of its anchor, the balloon filled with explosive gasses should drift toward Octavio's massive sign overlooking the plaza. When it makes contact, the resulting explosion should be powerful enough to level the entire structure.

TOWER TOP BALLOON POP

Unfortunately, the wind dies down before Bentley's plan can reach fruition. Sly needs to head down to the base of the sign in the plaza and climb up the left side to reach the balloon.

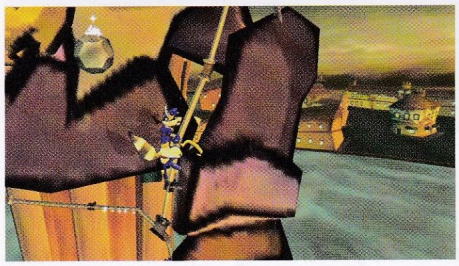
Use the flower box on the ground floor to reach the next handhold. Launch up from there to catch Sly's cane on the metalwork protruding from the corner. Rock the left stick from side to side to build up some momentum, then jump onto the banner scaffolding to the left. Make it up to the flagpole and use Sly's spire jump to spring onto the next one, and then onto the balcony.



Continue around the other side of the building along the flagpoles until Sly gets within jumping distance of the overhead water pipe. Hop from it to the flagpole to the stone corner ledge, then leap off it and creep straight to the next corner ledge.

From there, hook Sly's cane onto the metal protrusion standing between him and the metal rod attached to the sign's waving arm. Climb up until Sly's weight tips it over, putting his in arm within reach of a giant bolt.

Jump onto Octavio's cigar and give the giant eyesore a solid whack of Sly's cane to knock the balloon loose. The ensuing explosion takes care of Octavio's ad campaign.



Sly doesn't get much time to catch his breath when his conversation with Bentley is interrupted by an attack back at the fireworks shop. Get there immediately before some terrible fate befalls Sly's friend!

THE (MASKED) FACE OF EVIL

It turns out that Bentley's attacker is none other than Don Octavio himself! His spy inside the police force managed to get his hands on the incriminating photographic evidence. Now Octavio wants some payback.

Correctly identifying Bentley as the brains of the operation, Octavio decides to capture Bentley and turn his brains into fertilizer for the mob's tomatoes. Give chase and get Bentley back in one piece!



As Sly pursues Octavio, the don's thugs seem to come out of the woodwork. Give them a rap or two with Sly's cane if they get too close but otherwise pay them no mind. Watch out for the red electrical fences that crop up behind Octavio during this chase.

PICKET FENCES

Just because the electrical fences are placed in Sly's path doesn't mean he has to take that route. To avoid touching a fence with a mistimed jump, leap to the side of the fence instead.



Once Octavio gets back to the front entrance of the Opera House, it seems Sly has worn the old timer out. Fed up with the chase, he's content to simply throw Bentley back and leave the duo with an ominous threat. No worse for wear, Bentley rolls back to the safe house.

GUARD DUTY



JOB #4

It's time to take out the last part of Octavio's malicious mechanism. But to disable the main tar vacuum, the team needs its blueprints. Each of the three parts is hidden in a different coffee house in town. Sly better live up to his reputation as a master of disguise—he needs to dress up as a guard and cover for Bentley as he cracks the safes.

MILLION-DOLLAR PASSWORD

Now that Sly has a guard disguise, press SELECT to access the Gadget Grid and assign the disguise to a button—either L1, L2, or R2.

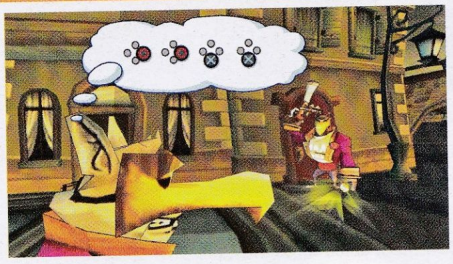


Once Sly is in disguise, he can pass through undetected.

While in disguise, Sly's moves are limited to only jumping. If the coast is clear, take off the costume to cover ground to the next waypoint quicker with the full range of Sly's repertoire. Save the disguise for when the guards are unavoidable.

PASSWORD

Sly's disguises may be convincing but security on these heists is as tight as a drum. Although they don't attack Sly on sight, guards do demand passwords. Fortunately, Bentley's always there to give his buddy the four button code. Simply repeat it to the guard to continue unmolested.



Coffee Shop #1: The first coffee shop is right below the roof on which Sly is perched. As Bentley, navigate the laser field sweeping the central floor and get to the painting. The code is actually hidden in the painting. Zoom in on the second house from the left to reveal the code (4-7-9).

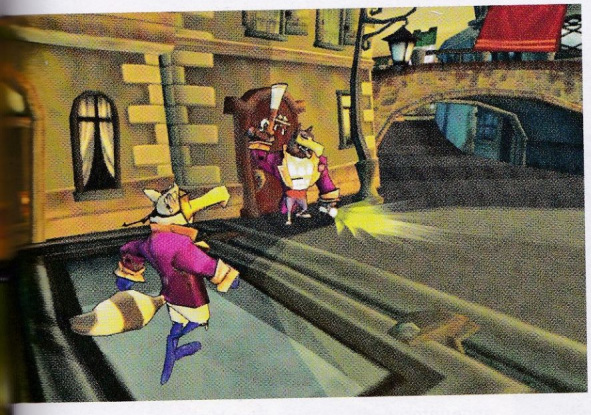


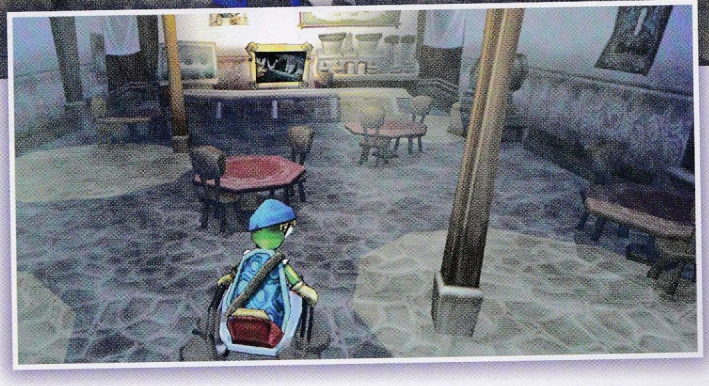
TABLE DANCING

Have Bentley hop from tabletop to tabletop in the main dining area to avoid the laser beams. Cross the room with ease knowing he doesn't have to set a single wheel on the floor.



Coffee Shop #2: There are spotlights aplenty inside this shop. To get through unnoticed, wait until the lights move to the far sides of the room and then sprint to the other side. The password for this painting is located on the grass-covered cliff on the left. Enter the code (9-6-8) to claim the next blueprint.

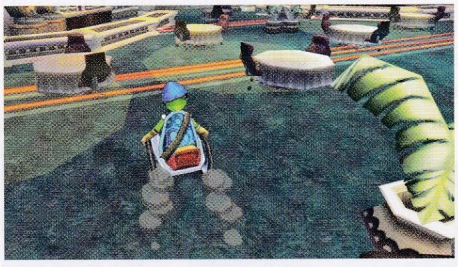




Coffee Shop #3: This place is located across the plaza from the police HQ. The trick this time, though, is figuring out the guard's nickname to gain entry. Talk to the second guard to learn it ("the Killer") and gain entry.



There are spotlights and lasers in this coffee shop. Hop the tabletops on the left and stop when Bentley reaches the railing. When the coast is clear, head to the center and jump straight across the tables and plants to reach the painting. The code is discreetly hidden as a series of windows in the background on the far right. Enter the code (1-1-3) for the last blueprint.



Even with the right combination, it seems the last safe is rigged to alert the guards. With the alarms blaring, it's time to retreat to the safe house.

OPERATION TAR-B-GONE



JOB #5

The day of Don Octavio's grandest performance has arrived. Unbeknownst to the villain, Sly and company have already sabotaged the operation. His intended moment of triumph is soon to become his final performance. First, dispose of the tar pumps to set up a most foolish scheme—an operatic duel between Bentley and Don Octavio!

GETTING PUMPED

Mosey past the empty stage and use Sly's disguise to infiltrate the opera house. After answering the password challenge at the front door, cut directly across the room and through the fountain to avoid any unnecessary confrontations. Continue until Sly reaches another door controlled by a two-man switch.



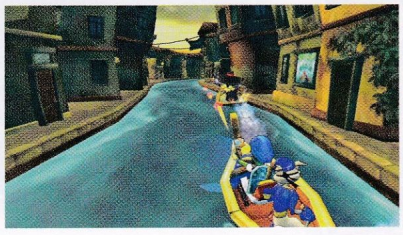
Before Sly can figure a way to past it on his own, none other than Don Octavio enters. After another password test, Sly asks for the Don's help. Unaware of Sly's identity, the Don obliges. Down in the pump room, Sly grants Bentley access. Once inside, control Bentley and plant bombs over all the pumps. It takes three blasts to destroy each pump.

YOU SPIN ME RIGHT 'ROUND

Taking out the pumps can take a while if you don't place the bombs carefully. If the sticky bomb winds up attached to the rotating mechanism near the pump, the blast radius won't reach or damage the actual pump.

Back in the garden, Bentley needs to return to the Don's stage to challenge him to a duet. Simply follow the on-screen button prompts while Sly cuts the overhead chandelier lines. Just as Sly is about to cut the last line, though, he is interrupted by the Inspector Fox. Don Octavio flees the scene with the detonator still in hand. It's up to Sly and Bentley to chase him down through the canals.





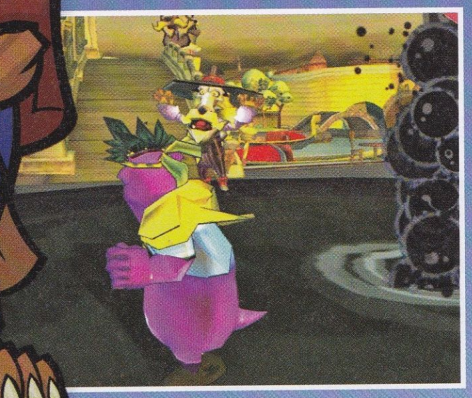
In addition to the hazards previously encountered chasing the Blue Vipers, Don Octavio drops vertical and horizontal electric fences down the path. Simply bob and weave to bypass these obstacles.

BOSS DON OCTAVIO



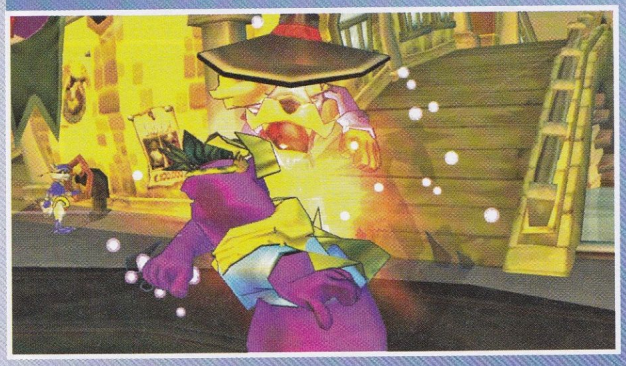
After forcing Don Octavio back onto land, it's time to finish the job. But for an old geezer, Octavio is still too fast for Sly so enter Murray. Despite his reluctance, even Murray can't resist the pleas of his helpless friend and springs into action.

Murray has the strength for this fight, but he lacks the speed. Don Octavio attacks with belly flops, thrown tar balls, and occasional flurries of fists.



Luckily, Sly can turn the Don's plan against him by periodically flooding the area with tar. This will slow down the Don just enough for Murray to land a few blows.

Although Murray's Belly Flop is quite powerful, it's too slow to work against the Don. This move is just too difficult to land and it leaves Murray vulnerable to the Don's speedy attacks. Stick with Murray's fists during this fight.



WAITING ON THE RE-UP

When the tar drains, you must wait for Sly to get a new supply. Once the Murray icon re-appears, run through it to release more tar.



Later, Don Octavio adds a new vocal attack to his arsenal. Classically trained, the Don's vocalizations don't travel very far and are easily avoided. Continue to wear him down until he can stand no more of Murray's punishing blows.



The gang barely makes it out of there before Inspector Fox shows up. With the waters of Venice now clear, Murray is back on board. Everything is back to the way it was... or is it?

Episode 2: Rumble Down Under

THE OUTBACK, AUSTRALIA: DAY 1

Although Murray has returned to the gang, it soon becomes apparent that something is still amiss. Without the permission of his Guru, Murray can never truly feel comfortable rejoining the Gang. The group resolves to travel to Australia in search of Guru's approval. But when they arrive, Guru is nowhere to be found. Instead, the land is being torn asunder by miners in search of opals.

AVAILABLE GADGETS ON THIEFNET

GADGET	PRICE
Health Extractor	600
Berserker Charge	300
Spin Attack Level 2	300

SEARCH FOR THE GURU



JOB #1

Murray needs to break the news to Guru about rejoining the gang. With all the ornery miners walking about, Sly is better equipped to stealthily scope out the area. Explore Guru's old stomping grounds and try to ascertain where he may have gone.

LEAVE NO STONE UNTURNED

It's a good bet that the miners know something about Guru's whereabouts. Exit the safe house and proceed to the lemonade bar. The cave overlooking the valley is where Guru is normally found.



Climb the pipe on the cliffside to the right. Watch out for the patrolling kangaroo guard and climb up the branch to the right. When Sly can go no further, perform a spire jump to land on top. Next, double jump into a series of cane swings and trek along the rocky wall.

KEEP SEARCHING

With no sign of Guru yet, it's time to look in his hut. Nestled high up on the cliffs, it's the next place logical place to start searching. The cliff walls are dotted with wall hooks; press ◉ in mid-air near a wall hook to grab it. Take the hooks to Guru's hut.



THE HEIGHT OF ADVENTURE

To get the maximum height from the hooks, pull back the left stick before pushing off. Combined with a double jump, it's obvious why Sly has such a reputation as a cliffhanger.



Sadly, there's little evidence of Guru's whereabouts in the hut. The only thing Sly finds are signs of a struggle. Looks like Guru fended off an attack by the area miners fairly recently.

VISITORS' HOURS

Bentley speculates that a nearby section of the mining operation is the most likely place to detain a captive. Use the cliff below to reach the stockade, but watch out for the Gyrocopter!

GYRO OF THE DAY

The Gyrocopter patrolling the mines can be quite the thorn in Sly's side. Although it doesn't directly alert guards to Sly's presence, its hefty explosives are not to be ignored. Listen for the whirring blades and duck out of the way when the bombs start dropping.

Although the blast radius of the craft's ground assaults may be small, don't forget about the miners drawn to this location by the explosive blast.



At long last, the gang spots Guru behind an extensive chain-link fence. However, the celebration is short-lived as Sly realizes that Guru is unwilling to leave without his prized possessions—his walking staff and Moon Stone.

SPELUNKING



JOB #2

Until his stolen possessions are returned, Guru has a fair amount of time to himself in captivity. He's requested that Murray come speak to him personally to argue the merits of his case. To reach his master, Murray has to navigate the miners' caves.

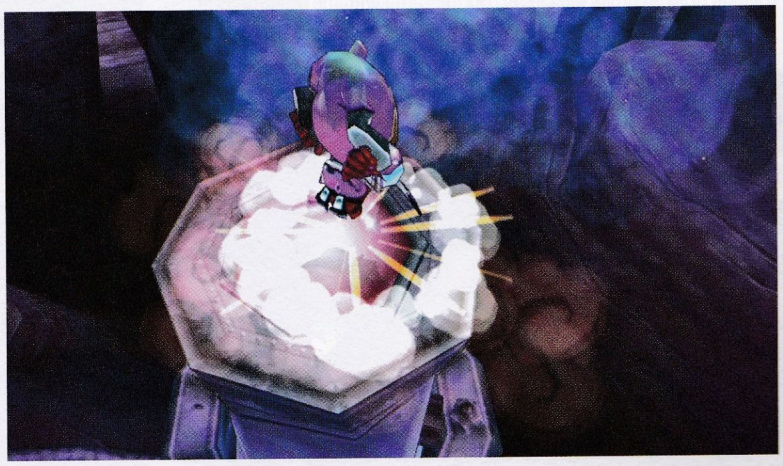
ROCK 'N ROLL

Murray's raw strength ought to prove more than a match for the miners. He needs to clear out the rock formations blocking his path the only way he knows how—by smashing them!

The brawny hippo can pick up objects and enemies alike and hurl them with great force. To do so, press ● to make Murray stomp the ground and knock it into his arms. To throw the object, just press ■ or ●; to swing it as a melee weapon, press ▲. Alternately, Murray can turn his enemies into ammunition. To do so, press ▲ to juggle them in the air, then press ● to perform his grab.



Zip across the rocky platforms until Murray reaches a heavily reinforced door. Bentley chimes in to tell Murray the only way to unlock it is to activate the nearby giant piston. To do so, Murray has to use his Ball Form. Build up plenty of power and force the piston down until the giant light in the center turns green.



ALWAYS ON THE RISE

Don't lose more time than necessary while activating the pistons. They will slowly rise back into their normal position until they lock into place. Too much downtime between bounces can add up to wasted seconds.

Continue to the next piston-activated door. This one proves slightly trickier, as the locking mechanism is split into three pistons. Don't get hung up trying to lower one piston at a time and refer to the following screenshot.



Activate the three pistons in sequential order, either clockwise or counterclockwise.

A MASK IN SEARCH OF A BALL

The room encircled by rotating drills has a lone exit and it's secured by an electric deadbolt. The only way out of the room is to overload the circuit controlling both the drills and the door. But before that can happen, Murray needs to deal with the oversized miner in the room.

It appears that the Mask of Dark Earth has taken possession of a random kangaroo guard, making him quite a formidable foe. Even so, the hulking bruiser is no less susceptible to Murray's signature uppercut. Juggle the guard and throw the muscle-bound goon into the rotating drills to break the circuit. Do the same with the other drills and find an exit to the Guru's stockade to reunite Murray and his master.



DARK CAVES



JOB #3

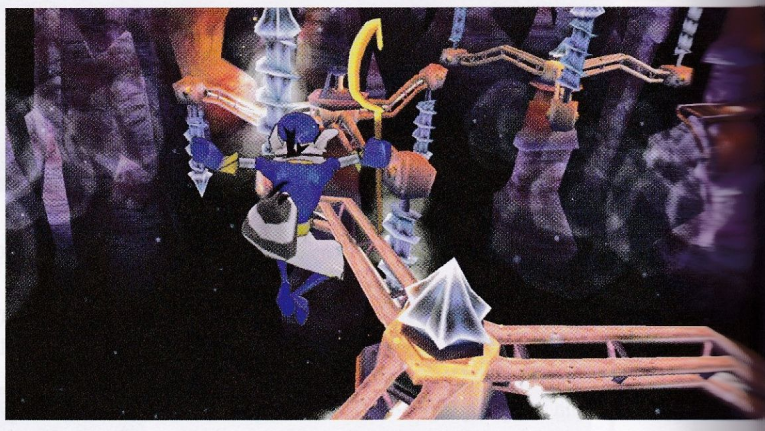
While Murray comes to terms with his sensei, Sly still has to reacquire Guru's stolen possessions. Based on Bentley's research, the most likely hiding places have been narrowed down to two mines.

THE MOON STONE

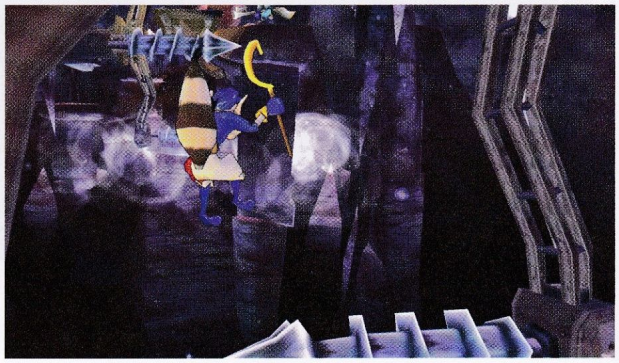
To access the first mine, Sly needs to hitch a ride on the cart railing (the one that links the processing plant to a tall, rocky outcropping). From there, climb to the top of the nearby crane and drop down when it passes over the mine. Work down the pipes and proceed through the entrance.



Not far from the entrance, Sly encounters the giant drilling machines that are carving up the rock daily. Run and leap onto one of the three rotating drill arms. Jump just before they cross Sly's path to ensure he safely lands as they pass underneath.

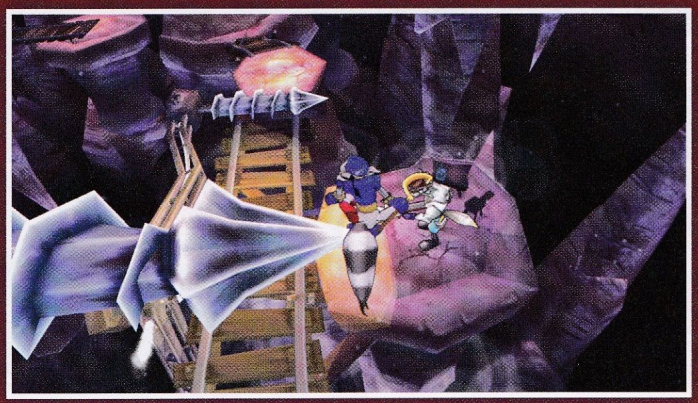


Continue across the remaining arms until safely arriving on a rock platform. From here, use the wall hook to proceed and spire jump onto the tips of the vertically rotating drills.



BACK IN BLACK

Sly has more than enough ability to leap from these drills into the shadows behind the unsuspecting guard. Pickpocket or simply knock him out to ensure he can't impede Sly's progress.



Continue jumping across the next set of stationary drills until a series of wall hooks deposits Sly in front of a laser-guarded floor. Crack the safe on the other side to acquire the Moon Stone.

THE WALKING STICK

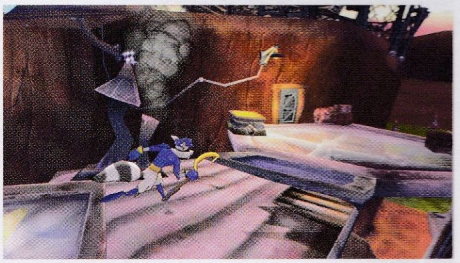
It seems the miners expected that someone would attempt to steal their stolen goods and, as such, they've rigged the Moon Stone with a booby trap. The light-sensitive sensor attached to it must be moved into the sunlight before it explodes.

Head back and move to the right when there's no more floor. Take the wall hooks up, run past the guards, and spire jump onto the massive drills. To return to the mine entrance, grab onto the wall hook by the last drill and leap up to make a great escape.



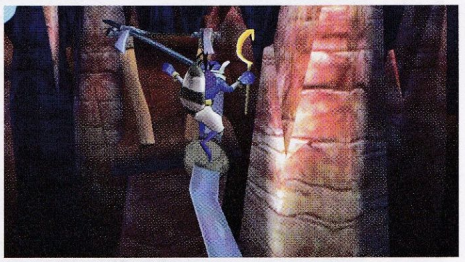
DIM VOID

Follow the waypoints to the next mine where Bentley suspects Guru's walking staff is stashed. This one is easily accessible via the nearby ramps. While in these dark confines, Sly must use the Moon Stone to shed light on the area. Head to the right and ride the rail to the decaying tracks.



BACKSLIDING

These warped metal railings are angled down toward the dark abyss of the mine, so you need to jump forward and press ◉ to trek up the rail. Hesitate for too long and Sly could end up alongside untold numbers of mine carts at the bottom of the cave!

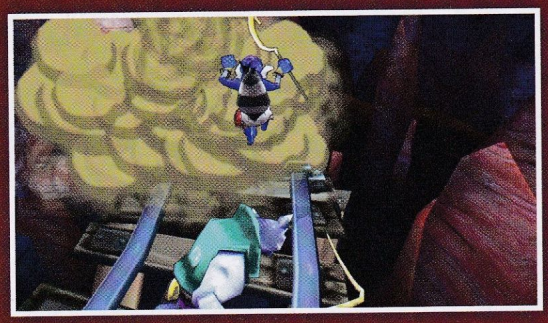


Locate the conveyors lined with large hooks; these will be perfect for cane swinging! Move to and fro across each of them to land on the cart tracks. Proceed to the right to reach the safe. Simply crack open the safe to acquire the Walking Stick. Ever vigilant, the miners even booby-trapped Guru's modest Walking Stick!



SMOKING SECTION

Use Sly's smoke bombs to distract the guards. The narrow cart track doesn't leave much room to dodge incoming attacks, so you're better off leaving the miners confused in a haze of smoke.



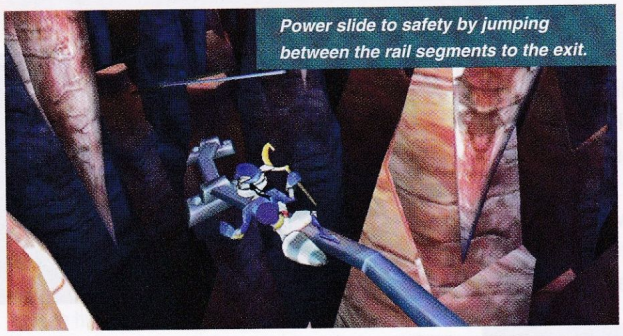




Once the red scorpions appear on the surface, Murray can start capturing them.

RIDING THE RAILS

Continue down the track to a gap, then jump forward and grab the vertical segment of track rail. Jump up more slippery railings and past the miners to reach another series of rails.



Power slide to safety by jumping between the rail segments to the exit.

BURNING RUBBER

The heat of the desert sand wears down the truck's tires. Keep an eye on the heat gauge in the lower-left corner of the screen. If it gets too high, the truck will stall out and end the job. Cool it off by driving over blue worker scorpions or through the water surrounding the drill.

BIG TRUCK



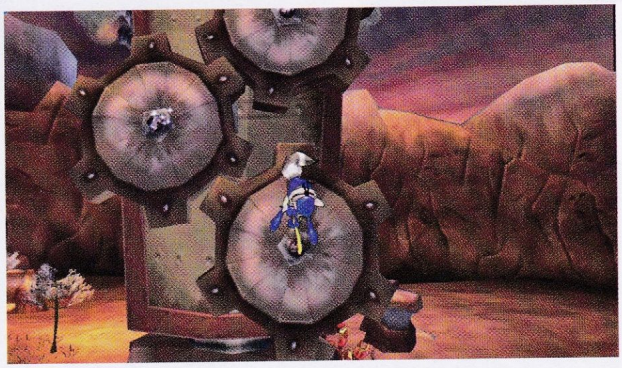
JOB #4

Guru won't leave his home and join the Gang until he's sure the mining threat has passed. To do so, Murray enlists Mother Nature in clearing out the meddlesome miners. The occupants of a nearby scorpion colony ought to give the miners second thoughts about their industrial ambitions.

A LITTLE STING IN YOUR STEP

To gather the scorpions, Murray needs the right equipment. The miners' have an especially large truck to assist in their project. Head over to Ayers Rock and hope in for a joyride. To drive out the scorpions, Sly needs to commandeer the miners' drill. Quickly dispatch the guards on the platform and flip the switch.

After capturing three scorpions, the stinging, eight-legged critters stay underground. To make them re-appear, spire jump onto the platform railing and grab onto the wall hooks attached to the rotating gears. As Sly ascends, each gear will spin faster than the previous one. From the top of the stack, grab onto the hubs of the three interlocking cogs to reach one of the rotating hooks and swing onto the drill's control platform.



With the controls overridden, there are more scorpions to catch. However, there is less water in the area, meaning only the blue scorpions will keep the truck's tires cool. Just 20 red scorpions are needed so Murray can deliver his payload to the miners.

UNLEASH THE GURU


JOB #5

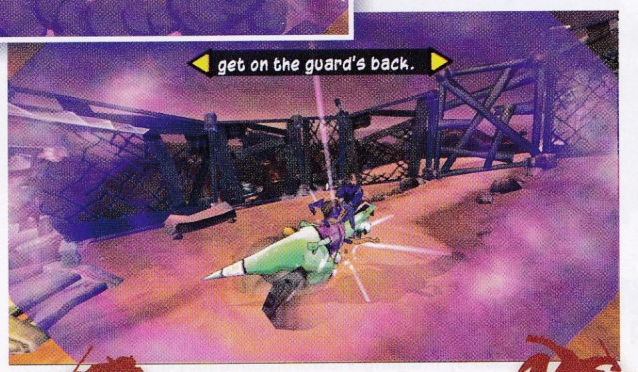
With the miners distracted, the time is perfect for Bentley to gain a private audience with Guru and return his belongings. The gang has fulfilled Guru's requests, but whether or not he accepts their invitation to join remains uncertain.

SPECIAL DELIVERY

Move toward the stockade where Guru is being held. A ramp gives Bentley access to a steam pipe that will launch him straight to Guru. After returning the items to their rightful owner, Guru agrees to assist the gang and amazes Bentley by revealing his supernatural abilities.

In order to escape, Guru must transform himself and become one with the landscape. Hold L1 to transform and release L1 to return to normal. When a guard enters the stockade to investigate, it's time to use Guru's other unique talent: mind control! Jump toward the guard and press ◉ to get a piggyback ride. Ram the guard into the stockade door to break it down and obtain Guru's hard-earned freedom.





MIND CONTROL

While in control of an enemy, press to jump and ▣ to attack. If the guard Guru is riding collides with anything other than his target, Guru gets knocked off while the enemy fades into temporary unconsciousness.



LOW PLAINS DRILLER

Guru is now free and looking for justice. Wanting to put an end to the miners' operation, he sets his sights on the open field of drills near the lemonade bar. Use Guru's mind control ability to seize nearby guards and ram them into the drills to reduce them to rubble.





Proceed to the next waypoint overlooking the giant Wave Rock grinder. Like the drills before it, Guru needs to slam the power generator with unsuspecting guards to shut down this mechanical monstrosity. This time, though, Guru needs to jump across several platforms to reach the target. Ram three guards into it to make the grinder screech to a halt.

Episode 2: Rumble Down Under

THE OUTBACK, AUSTRALIA: DAY 2

With Guru on their side, Sly and the gang are ready for the final push to remove the miners from the Outback and put a halt to the Mask of Dark Earth's mischief.

AVAILABLE GADGETS ON THIEFNET

GADGET	PRICE
Hover Pack	300
Juggernaut Throw	400
Paraglide	300
Rocket Boots	600
Jump Attack Level 1	400

THE CLAW

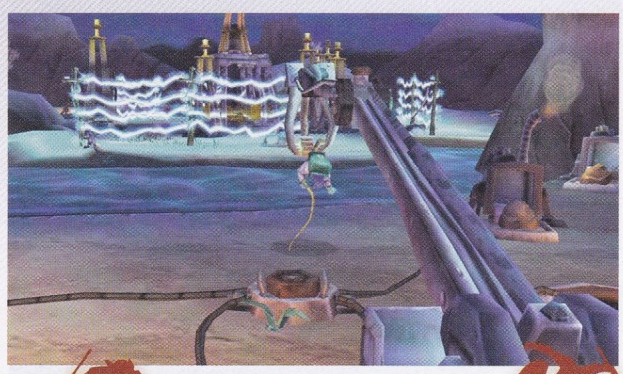


JOB #1

The Mask of Dark Earth is far too skittish to be confronted head-on by the gang. Slick subterfuge is needed and for that the Gang needs radioactive oil from deep beneath the Earth's surface.

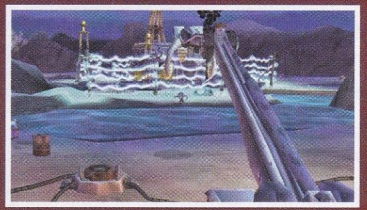
UP & ATOM!

To access the radioactive black gold beneath the surface, Murray needs to pump away. He's vulnerable during this time, so Sly must take control of the Super Claw 10000. Maneuver the Super Claw along its track using the left stick. Pick up and drop objects by pressing ✕, or push ● to throw objects.

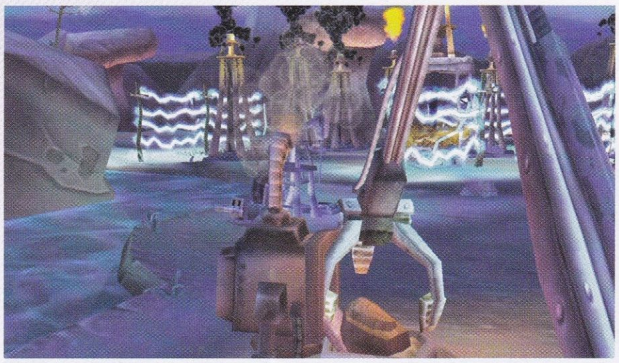


HEAVE-HO

Don't waste time picking up rocks to throw at the miners. Instead, just grab and throw them directly into the electric fence.



Once three wells are up and running, pick up Murray with the Super Claw and take him to the right. The pump for the remaining three wells is located there. When all the wells are flowing, ignite them by throwing flint rocks.



LEMON RAGE

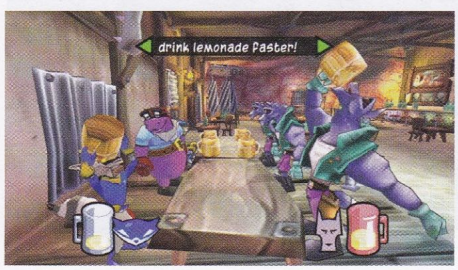


JOB #2

It's time to show the miners they're not welcome in this area. Confront them at the local watering hole and take over the lemonade bar.

WHEN LIFE GIVES YOU LEMONADE BARS

It's time for an old-fashioned saloon showdown. At first, the miners aren't impressed by the gang. However, once they are challenged to a lemonade drinking contest, it's an offer they can't refuse. To knock back the lemonade as quickly as possible, press the face buttons in any order.

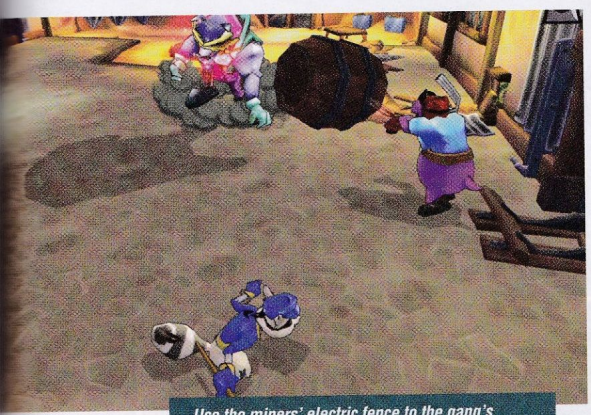


ANCHOR RUNNING OUT OF STEAM

Don't get too confident if the gang pulls ahead of the miners. Bentley drinks slower than Sly or Murray even when the buttons are pressed just as quickly.



Even though the gang wins the contest, the miners want nothing of it. Amid claims of spillage, a brawl ensues and the miners turn on the room's electric fence. Take control of Bentley, Murray and Sly and show the miners who's the boss.



Use the miners' electric fence to the gang's advantage. Knock the sore losers into it for a one-hit take down.

After the fight, only one miner remains and he's wearing the Mask of Dark Earth. Have Sly lure the behemoth toward the gang's traps to take him down. Lead him through the center of the room over Bentley's bombs and within range of Murray's thrown barrels.

HUNGRY CROC



JOB #3

Local legends speak of a giant crocodile roaming the area. The miners haven't had much trouble with it, as their heavy machinery drove it from the immediate area. But with the gang's help, the crocodile can learn to appreciate the taste of unruly miners.

BET YOU CAN'T EAT JUST ONE

Lure the miners into a fistfight, uppercut them, and then throw them into the waiting jaws of the crocodile. Keep an eye on the meters in the corner of the screen, as they indicate the croc's satisfaction for two varieties of guards.

Once the crocodile is filled up with the standard garden-variety miner, follow the right side of the canyon to locate the flashlight guards, the croc's next course. With a flashlight guard in tow, return to the crocodile and feed it. Once the croc is satisfied, it attacks the one wearing the Mask of Dark Earth.





SNEAKY, SNEAKY

There's no need to sneak up on the last guard; instead, just perform an uppercut and throw anyone standing around the flashlight guard out. Once on the ground, it's a piece of cake to pick him up.

OPERATION: MOON CRASH



JOB #4

The gyrocopter's patrols make it nearly impossible to deal with the Mask of Dark Earth. Take it out and then bait the Mask into revealing itself.

AIRDINGO

There's no way to directly attack the gyrocopter without it fleeing. However, Guru's mind-control can force some guards to ram into the unsuspecting chopper. Jump atop a guard and direct him toward the copter. Leap off before Guru gets too close and set off the gyrocopter's evasive flight pattern. After running three hapless guards into the aircraft, the gyrocopter is no more.

Now it's time to make use of that radioactive oil. Suspended from on high, Murray poses as the Moon Spirit to draw out the Mask of Dark Earth.

BOSS CARMELITA



Before the Gang can act, Carmelita shows up once again. Worse still, the Mask attaches itself to her causing her to grow to giant proportions! As Bentley, aim and fire sleep darts to sedate Carmelita before she can chase down Sly.

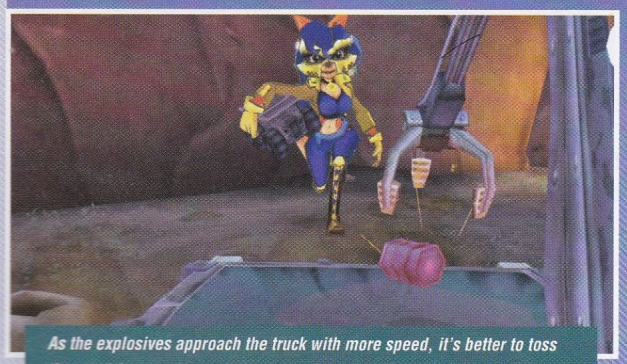


Try to hit Carmelita with a sleep dart from just over the cliff edge. When properly positioned, she stands still and continues shooting at Bentley despite her shots hitting the lip of the cliff.

Nothing seems to be working, so sly decides to target the source of the problem by scaling the giant-sized Carmelita. Climb up Carmelita's bootlaces and advance up her seams, buttons and hair to reach one side of the Mask and pull it loose.



With little recourse, the gang piles into the big truck, hoping to give her time to shrink back to normal size. But Inspector Fox grabs a TNT truck and starts to throw dynamite-filled barrels at the gang's vehicle. Use the flatbed's claw to throw the barrels back at her.



As the explosives approach the truck with more speed, it's better to toss them safely away instead of trying to line up perfect throws.

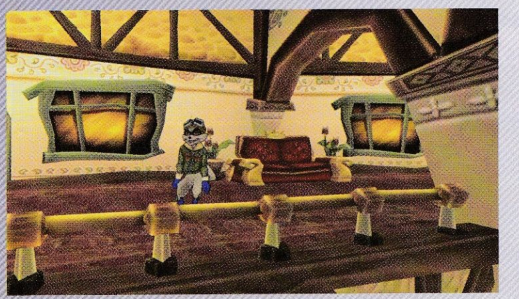


Carmelita's mercenaries swarm the skies to provide back-up for their boss. Dodge their gunfire while Sly ascends Carmelita's other side in a similar manner. Pull off the other side of the mask to release Carmelita from its power.

Now that the miners have been driven off and the Mask of Dark Earth is no longer a threat, the Gang happily welcomes their newest member—Guru!

Episode 3: Flight of Fancy

KINDERDIJK, HOLLAND: DAY 1



After poring over reams of blueprints, Bentley comes to the conclusion that the gang's only chance of success is contingent on an RC (remote control) specialist.

After weeks of cruising Internet chat rooms, he finds the perfect candidate for the job. RC expert Penelope hails from Holland and has the skill set the gang needs. The only problem is she works for the best and the best in Holland is the Black Baron.

The internationally renowned dogfight champion has hosted the ACES for the past few years—an annual competition to cultivate the best pilots for his squad. The only way Sly and the gang can get Penelope onboard is to defeat the Baron in his own competition.

AVAILABLE GADGETS ON THIEFNET

GADGET	PRICE
Insanity Strike	600
Guttural Roar	600
Push Attack, Level 2	300

HIDDEN FLIGHT ROSTER



JOB #1

The gang's plane is up against other squadrons hailing from all over the world. Previous years bore witness to all manner of underhanded sabotage amongst the competitors. Now, secrecy shrouds the event and only the event staff is privy to such inside knowledge. Fortunately, a familiar face is tending bar down in the lobby—none other than Dimitri!

KEEP YOUR ENEMIES CLOSER

Head to the ground floor and chat up Dmitri. Sly needs that silver tongue of his to convince Dimitri to help. First, appeal to Dimitri's logic and then follow up with a compliment. Seal the deal by agreeing to owe Dimitri a favor and he will surrender the critical information.



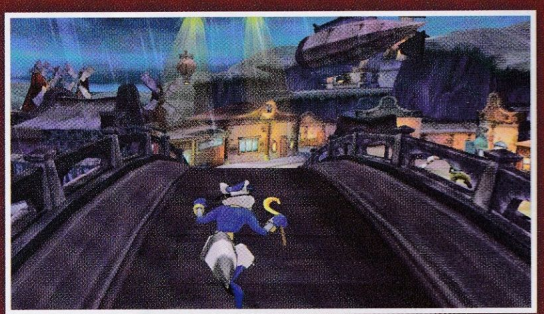
GIANT WOLF

The giant wolf attacks anyone whose scent he catches, so watch out! Use his undiscriminating aggression to the gang's advantage when pursued by guards.



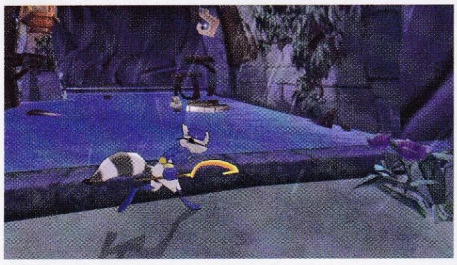
DREAD ZEPPELIN

This town is locked down tight and multiple zeppelins equipped with dual spotlights cruise overhead. They pan over much of the streets, so be wary when they draw near.



CASTLE CRASHER

Head to the waypoint located at the Baron's castle across the map. Once there, lower the drawbridge by scaling the castle. Cane swing and then hop across the bits of waterborne wood on the right side of the castle. From there, climb the pipe running underneath the bridge's arch.

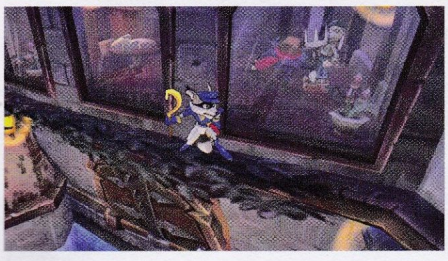


Sneak along the castle's side to the left, making use of the wall hook on the drawbridge door. Swing to the flagpole to reach the next floor and sneak around the other way. At the top, Sly discovers that there's no switch so he knocks a catapult off the roof for Bentley to use.



WINDOWED VISTA

Stealthily slink by the open windows of the Baron's office when his back is turned. If not, you'll fail the mission!

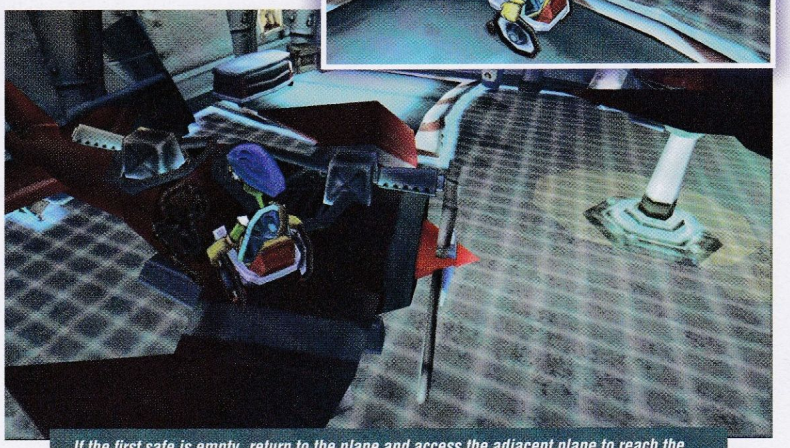


HANGAR HOPPING

Hop into the catapult basket to launch Bentley onto the roof, then roll down the runway toward the hangar entrance. Inside the hangar, Bentley discovers an electrified floor and several spotlights.



Double jump to land on the leftmost plane, then drop to the corner to find the first art safe. The combination is hidden on top of the jungle shrine (2-2-3).



If the first safe is empty, return to the plane and access the adjacent plane to reach the other corner. The combination to this safe is on top of the mountain (5-1-0).

The roster names Belgium and Iceland as the gang's opponents in the next day's semifinals. They need to act fast under the cover of night to use this information to their advantage.

HOT STICK

The center plane's wing is not safe from the glare of the spotlights. Wait patiently inside the cockpit where the lights don't quite reach.



FRAME TEAM BELGIUM



JOB #2

The other teams have far too many planes to sabotage in one night. Instead, fanning the flames of European rivalry between Belgium and Iceland should leave the other teams too occupied to notice Sly.

NEED A HAND-KERCHIEF?

A superstitious lot, Team Iceland brought their lucky ice sculpture along for the ride. Extremely protective of it, they secured it inside an armored truck. Stealing the sculpture and framing Team Belgium for the crime is the gang's best chance. However, framing Team Belgium requires an unmistakably Belgian piece of evidence—the gold lace of their signature handkerchief.

To lift a handkerchief off a Belgian pilot takes a suitable distraction. Although Team Belgium isn't known for their funny bones, Murray seems confident in his comedy chops. With Murray disguised as a pilot, direct him to the meerkat in the center of the lobby. Once the meerkat is in stitches, use Bentley's fishing pole gadget to lift the hanky. Choose the right conversation option to make the Belgian pilot laugh. Despite all his jokes falling flat, Murray eventually uses "physical humor."

PAY ATTENTION!

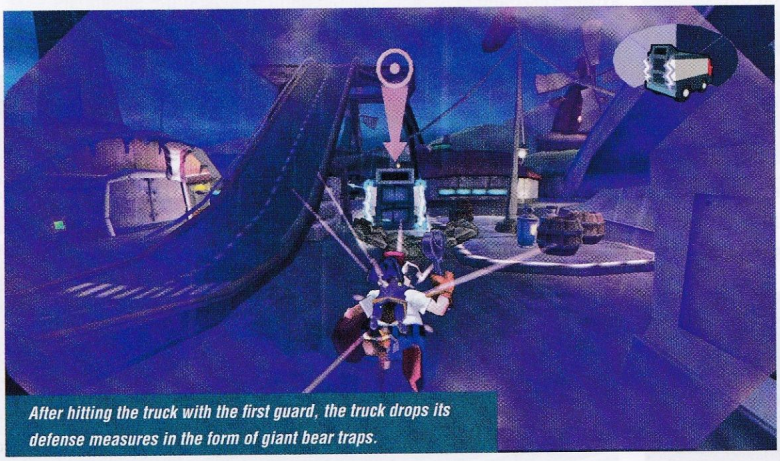
There are clues that indicate when the Belgian isn't paying attention. You'll hear his laughter, plus he emits a blue glow. When the time is right, make Bentley reel in his prize. Those Belgians have deep pockets, so you may not grab the hanky on your first try.

TRUCKLOAD OF TROUBLE



JOB #3

After acquiring the hanky, Guru gets a chance to flex his muscles. He must track down the wandering truck (use the Binocucom) that is transporting the sculpture and wear down its defenses. Once acquired, use mind control on the guards and start ramming the truck.



After hitting the truck with the first guard, the truck drops its defense measures in the form of giant bear traps.

After the truck takes five hits, the back door will remain sealed but the top will be no more. Now it's Sly's turn to infiltrate the truck from above. Once inside, simply crack the safe and swap the Belgian handkerchief for the lucky ice sculpture.



FRAME TEAM ICELAND

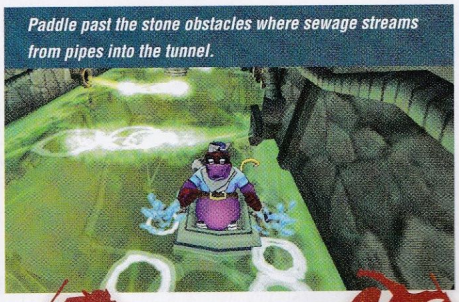


JOB #4

Iceland is sure to wake up outraged once they discover their sculpture missing. Now it's time to raise Team Belgium's blood pressure. Sly and Murray are tasked with stealing Team Iceland's distinctive Viking helmet. It ought to prove extremely incriminating evidence amidst the mess after the gang vandalizes Team Belgium's planes.

WASTE MANAGEMENT

Team Iceland partied so hard that they're all passed out in their hotel rooms. To get inside, Sly and Murray must infiltrate the town's sewage system in order to access the hotel's ventilation system.

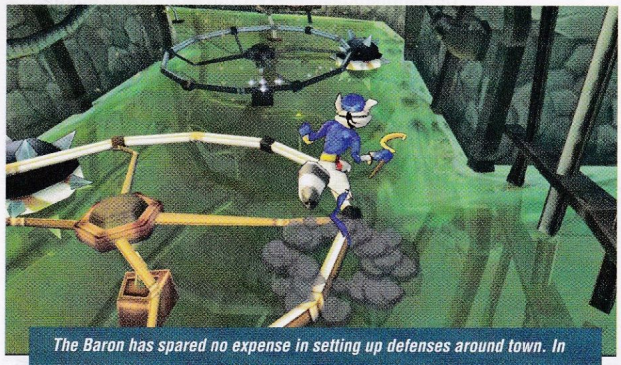


Paddle past the stone obstacles where sewage streams from pipes into the tunnel.

GO WITH THE FLOW

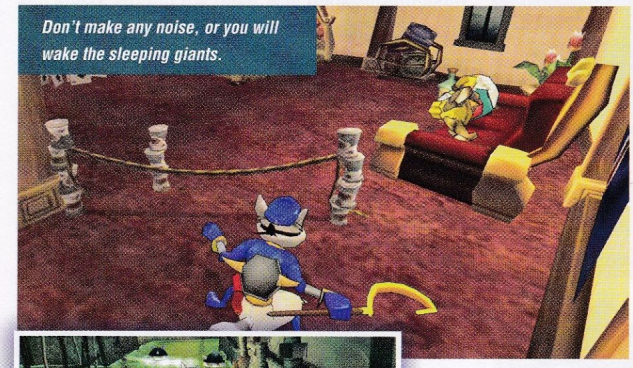
Sewage streams flowing towards mines can be tricky. Push through hard with rapid paddling, and try to cross their current as close to the source pipe as possible to avoid being pushed into a mine.

Paddle past the mines and continue until the raft reaches a wooden pier. At this point, Murray guards the boat while Sly proceeds to the ventilation system entrance. Slide on the metal rings ahead and cane swing between the wobbling platforms to reach the entry point.

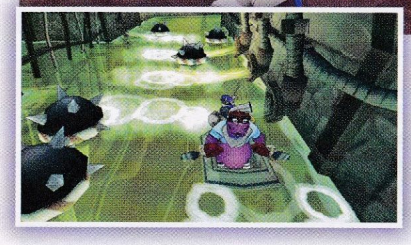


The Baron has spared no expense in setting up defenses around town. In fact, there is a modest field of sea mines floating in the tunnel.

Once inside the Icelanders' room, walk to the far end of the suite and pick up the Viking helmet. Return to the vent to rejoin Murray.



Don't make any noise, or you will wake the sleeping giants.



Back in the sewers, Sly and Murray are forced to find a different exit. The only way out is to continue forward, but watch out for additional floating mines. Once clear of the explosive obstacles, Sly and Murray disembark on the wooden pier.

ONE-MAN WRECKING CREW

Head straight down the road and to the left. Press ◉ at the control panel to activate and lower the drawbridge. Sneak down the left side of the field using the haystacks as cover until Murray arrives just outside the hangars. Wait for the zeppelin to pass overhead, then hop onto the wall. Walk along the water's edge to avoid detection and approach Team Belgium's hangar.



Belgium's treasured plane hangs from the hangar's ceiling, clasped in place by several anchors. A latticework of lasers provides additional security below. To damage the plane, duck underneath the lasers while in Ball Form and then smash the anchors. While rolling, remember to press ■ repeatedly to charge up and destroy each anchor.



A LITTLE TOO PUSHY

The oscillating machines can't directly damage Murray, but their sloped edges can propel him into the path of the lasers. Getting burned forces Murray out of Ball Form, which will occasionally make it more difficult to revert back without getting ensnared in the lasers.



After destroying all four anchors, the plane comes crashing down into the lasers causing a system overload. Walk up to the mangled heap and press ◉ to plant the incriminating Viking helmet. Now everything is in place for the gang to sweep the semifinals tomorrow...hopefully.



COOPER HANGAR DEFENSE



JOB #5

Anticipating similar attempts on the gang's plane by other teams, Bentley has been hard at work setting up security systems to protect the hangar from any unwanted visitors. Right on cue, Penelope reports an Internet rumor that another team is headed to their hangar. As it turns out, it's an old acquaintance—Muggshot!

KNOCK HIS BLOCK OFF

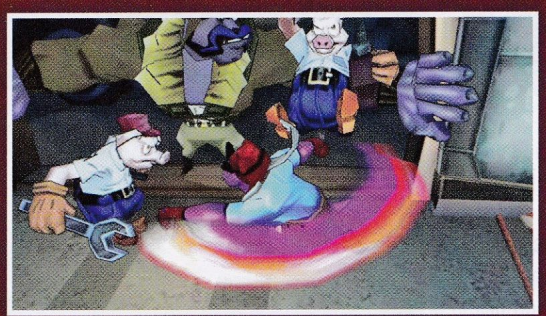
Bentley's security system isn't fully functional, so Murray needs to provide some cover. Muggshot is so tough that even Murray's powerful punches don't faze him. The only thing powerful enough to deal with Muggshot is the engine block suspended from the ceiling. Press ◉ to activate the control panel to the right of the hangar doors and slam the engine into Muggshot.



It takes a little bit of time for the engine block to reset so Murray might as well get some exercise by thrashing Muggshot's goons.

THE HOT GATES

The best way to fend off the assault is to cut them off at the pass. While waiting for the engine block to reset, stand toe-to-toe with Muggshot and pound on the guards foolish enough to attempt to squeeze past.



BETWEEN A FAN AND A HOT PLACE

Blow up the fuel tanks near the hangar doors to produce a field of flames. There's a large turbine on the other side of Muggshot; throw or knock enemies into either to quickly dispatch them.



Muggshot can't put up with the onslaught for long and is forced to let the hangar doors close. However, his guards are traveling underground in an attempt to reach the hangar. Fortunately, Bentley's security system is up and running just in the nick of time.

BIG BROTHER

Now it's time to work Bentley's security measures. Use the left stick to switch between controlling the left and right cameras. Each one is connected to four different traps mapped to the controllers four face buttons. The meter next to each button empties when the trap is activated and must refill before it can be used again.

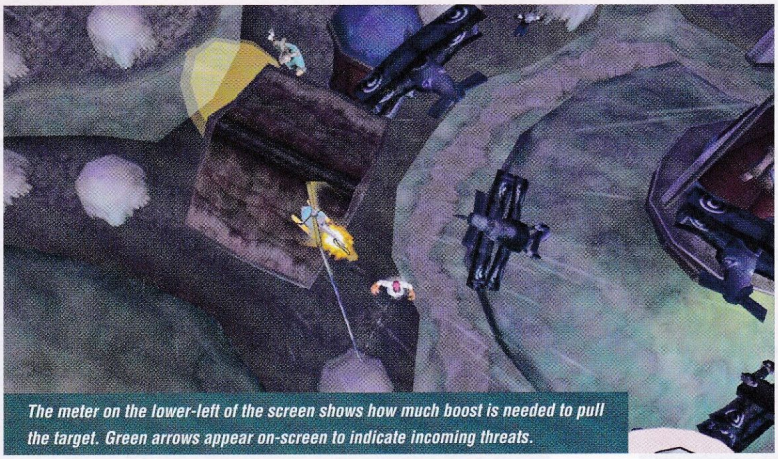


If an enemy gets past, it's up to Murray to stop the threat.

After the first wave, some of the Baron's guards abandon their posts to join the fray. With the odds stacked against them, Bentley gets on the radio and requests some assistance from Penelope.

LIKE PULLING TEETH

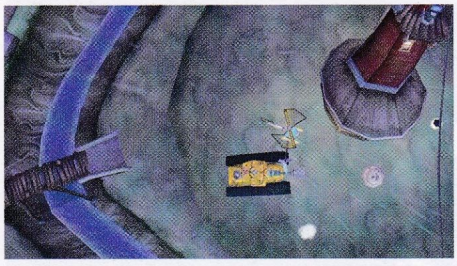
When Penelope learns the Baron's guards have betrayed his trust, she sends her RC chopper into the field. Press ✕ to lower the chopper's cable and grab attackers. Once attached, press R1 to boost the chopper and fly them away from the hangar.



The meter on the lower-left of the screen shows how much boost is needed to pull the target. Green arrows appear on-screen to indicate incoming threats.

YANKS ACROSS THE POND

While it takes just one pull to get a standard guard, several heaves (in different directions) are required to get the flashlight-toting enemies.



It doesn't take long for the really big guns to arrive. Red arrows on-screen direct Penelope's attention to incoming tanks. Unlike the guards, they attack from a distance and their hefty weight means a lot of yanking to pull off their turrets.

ACES SEMIFINALS



JOB #6

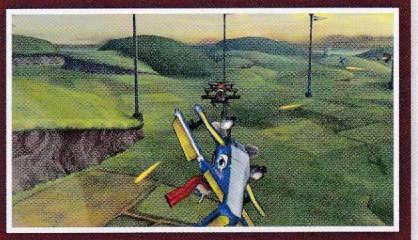
It shouldn't take long to figure out if the teams from Belgium and Iceland fell for the trick. The odds are 25:1 and even if it works, Sly needs to keep his wits about him in the air. The winner here moves onto the finals and a chance at the Black Baron's championship title.

NO MISSILES, SWITCH TO GUNS

The fact that Sly is airborne is a good sign that Belgium and Iceland are preoccupied with each other. Strike hard and fast before they realize what's happened. Control the plane with the left stick and press ✕ to boost, ■ to brake, ▲ to perform a loop-de-loop, ● to barrel roll, and R1 to fire the machine guns.

DO A BARREL ROLL

The other fighters have rear machine-gunners, but not Sly. Having a rear mounted weapon makes it difficult to pursue from behind. Avoid their gunfire by performing a barrel roll.



Pay close attention to where the Gadget Meter is normally located. During the dogfight, take note of the plane's remaining ammo. When the plane starts to run low, simply fly through one of the ammo re-supply icons located underneath the bridges. Take out the 25 rival top guns to secure a place in the finals.



Episode 3: Flight of Fancy

KINDERDIJK, HOLLAND: DAY 2

Flush with success, the gang can't rest on their laurels just yet. The Black Baron is undefeated in the ACES competition and for good reason—he has no qualms about cheating. Not only that, but the gang's old rival, Muggshot, is also in the running. The gang must thin out the ranks of the Baron's pilots and tap into his communications. As for Muggshot, the gang will rely on Inspector Fox's snooping skill.

AVAILABLE GADGETS ON THIEFNET

GADGET	PRICE
Grapple-Cam	400
Fists of Flame	800
Silent Obliteration	400
Shadow Power Level 1	1000
Spin Attack, Level 3	800

GIANT WOLF MASSACRE

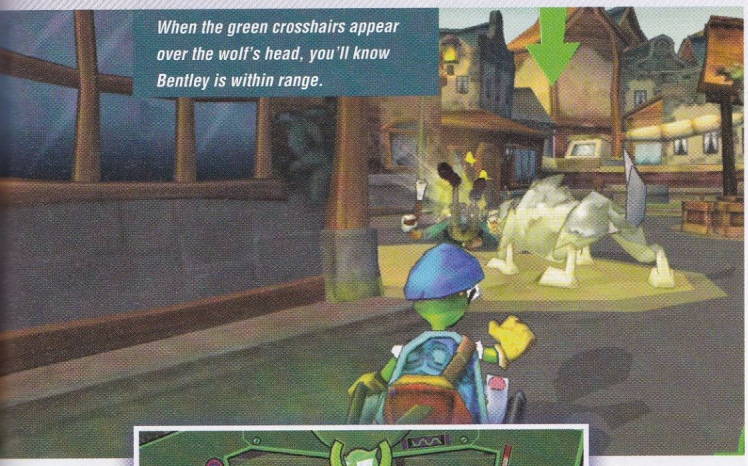


JOB #1

Bentley's modified the formula in his sleep darts by adding large doses of skunk balm, making it potent enough to take down the giant wolf. Once the great beast is asleep, Guru can take control of it and run rampant through the ranks of the Baron's underlings.

HYPODERMIC LULLABY

The trade-off with Bentley's new darts is that they're too heavy to work on the giant wolf unless they're fired from short range and from behind.



When the green crosshairs appear over the wolf's head, you'll know Bentley is within range.



In addition, the skunk balm's odor may alert the wolf to Bentley's presence before he can get close enough to shoot it. Remember that the odor trail changes direction based on the wind.

GET HIM 'ROUND BACK

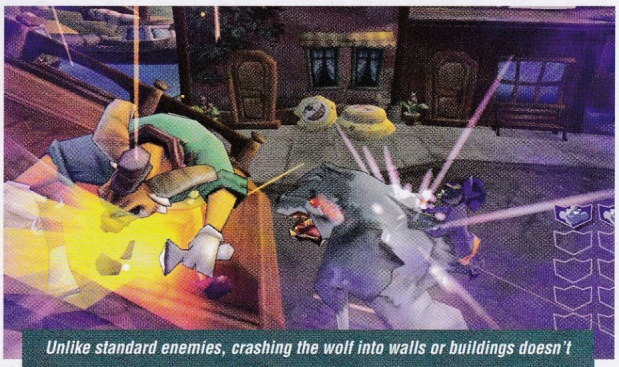
Lure the giant wolf behind some of the buildings in town and take comfort in the narrow strip of land between the buildings and the water. The giant wolf can't reach Bentley here and will likely give up. Nail him in the rear with a dart when he turns away.





RIDING DIRTY

After pumping the wolf with four darts, he will plop down for a nap. Use the Guru and hop aboard the slumbering canine and start wreaking havoc. Once 15 guards are dispatched, consider this job completed.



Unlike standard enemies, crashing the wolf into walls or buildings doesn't cause Guru to be thrown off.

SMASHING GOOD TIME

Take advantage of the wolf's size and strength to smash destructible objects in town to garner a massive coin windfall.



BEAUTY & THE BEAST



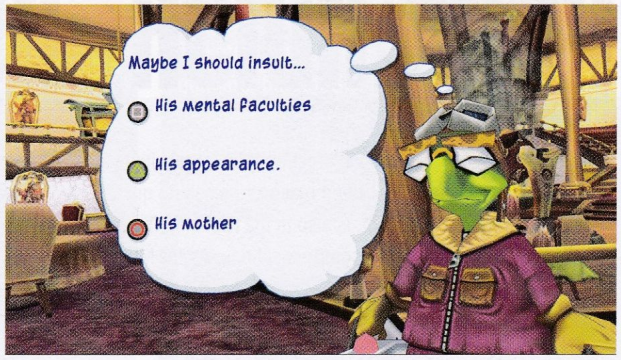
JOB #2

Muggshot's too much of a wild card to leave alone. The risk of him taking out the Baron before Sly is just too high. With Inspector Fox in town, take advantage of her presence and kill two birds with one stone. Although Carmelita is hot on Sly's trail, she can't resist collaring a wanted criminal like Muggshot. Arrange for them to run into each other and watch the sparks fly!

EVEN BAD MEN LOVE THEIR MOMMAS

Muggshot's been under increased scrutiny from the Baron. Consequently, he's reluctant to step out of line before the finals so it's up to Bentley to goad the strongman into venturing outdoors.

During this verbal confrontation, work through the dialogue options until finally getting under Muggshot's skin by making a crack about his mother. He then agrees to meet outside for a showdown.

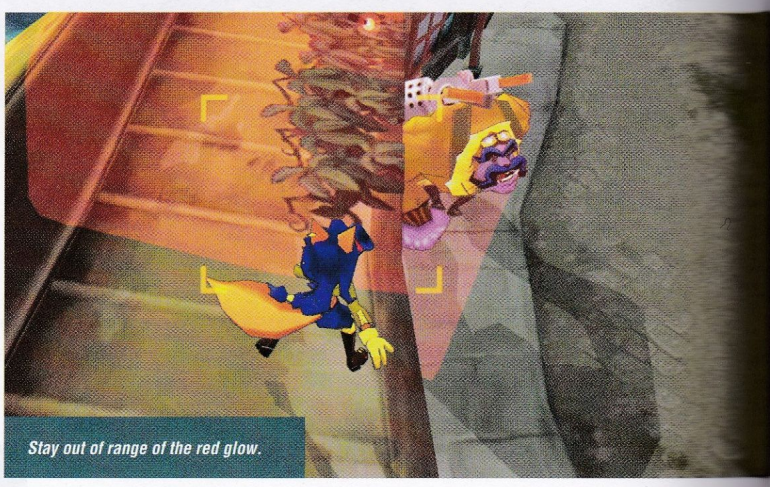


Now it's Sly's turn to lure Carmelita to the town square. Simply run to the waypoint and she quickly gives chase. Upon arriving, Muggshot and Carmelita confront each other.



GOT STOPPED BY A FEMALE COP

After a brief exchange, Carmelita is ready to take the thug in. Use her sidearm to neutralize Muggshot. When confronting him on the same level, he fires his guns in four-round bursts that can be challenging to dodge. If Carmelita takes the battle to the rooftops, he will toss explosives that have a large blast radius.

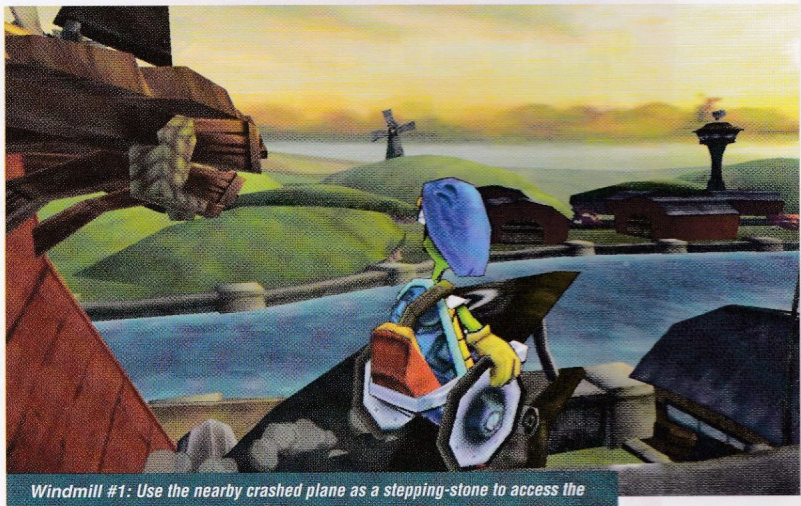


Stay out of range of the red glow.

LOW-HANGING FRUIT

Shoot at Muggshot from the edge of the lowest roof, if possible. When done correctly, Muggshot will fruitlessly fire his guns instead of forcing Carmelita to flee from his explosives. Back away from the edge to avoid his gunfire, then pop out again and pepper him with shots.





Windmill #1: Use the nearby crashed plane as a stepping-stone to access the control panel's platform. Press ◎ near the node to begin hacking.

WINDMILL FIREWALL



JOB #3

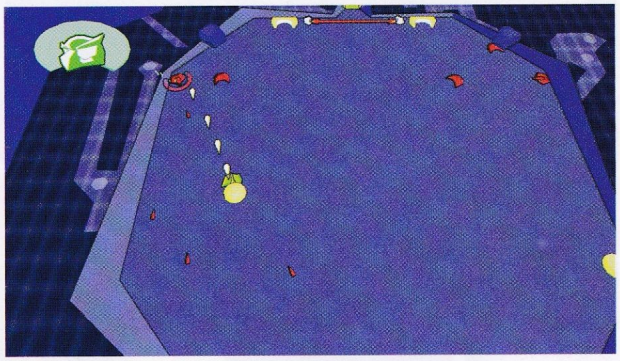
The Black Baron still has a number of advantages on his side going into the final. Napoleon allegedly once said, "The secret of war lies in communications." Tapping into the Baron's radio transmissions could be the advantage the gang needs to win.

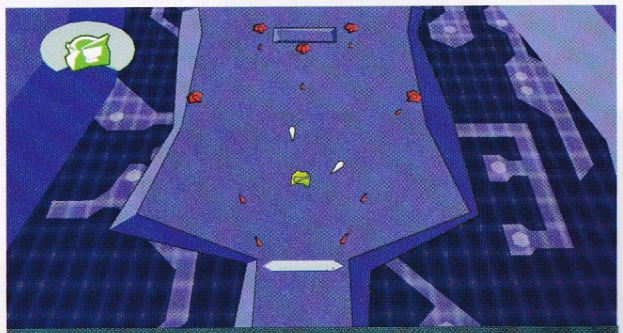
EASY BREEZY

Bentley has determined that the Baron's communication system is linked through computer nodes powered by the hillside windmills. In order to reach them, Bentley needs to upgrade his wheelchair with the Hover Pack power-up. Acquire it in the safe house before venturing to the windmills.

Hacking each windmill involves a brief mini-game. Be on the lookout for malicious red programs and disable them right away. There are also turret programs to avoid. Read the "Hack-Tastic" note for general details about the hacking minigames.

When Bentley picks up the circular lockdown code, it's held behind the hacker code turret. Make sure it properly activates the switch on the first try. Aim away from the switch while moving toward it for best results.



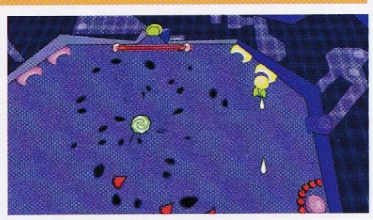


Windmill #2: Follow the waypoint to the next node. Bentley's program starts behind a protective shield that blocks incoming code fire. Five turret programs sit just ahead of Bentley's starting position.

HACK-TASTIC

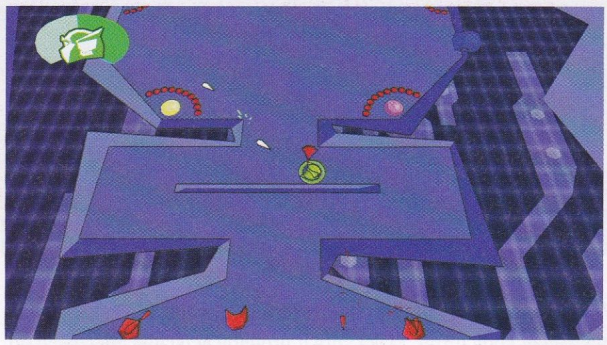
The hacking mini-game takes place in a top-down perspective. Move the program by pressing the left stick and use the right stick to fire hacker code in the proper direction. To break a red barrier, simply fire some hacker code.

Green switches are activated when Bentley moves the program into them, while other switches require a colored, circular lockdown code. Move over them to pick them up and then deliver them to the switch of the same color.



SEMI-PERMEABLE MEMBRANE

The shield protects Bentley from code, but malicious programs can still pass through it and ram him. Don't dawdle here and give them a chance to corner the turtle.

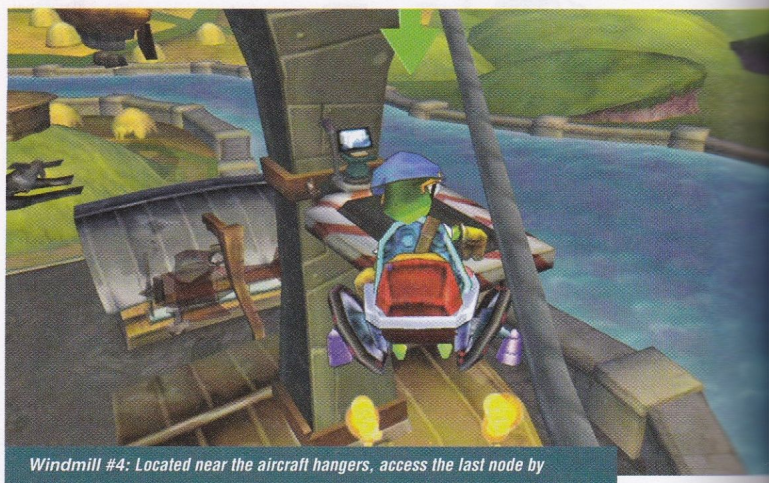




Windmill #3: Bounce on the cheese wheel at the windmill's base to reach the node. Once inside, destroy the turrets on either side protecting the switches.

Safely destroy the turrets guarding the switches without risking return fire. Angle shots properly to destroy them from a distance. The resultant red debris confirms Bentley's success.



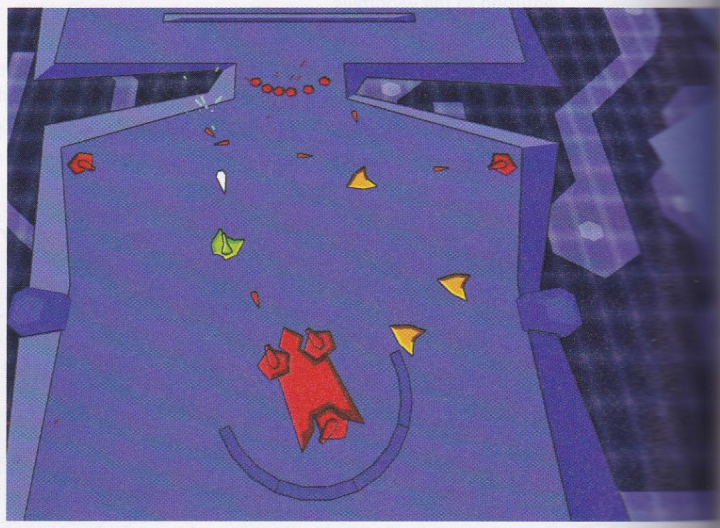


Windmill #4: Located near the aircraft hangers, access the last node by wheeling up the runway ramp and spacing out Bentley's Hover Jump boosts to cover a greater distance.

DANGER, DANGER!

Inside this node, Bentley is confronted by a large red ship protected by an eight-segment blue shield armed with a rear turret. Bypass it and head straight for the octagonal room.

The two biggest code-carrying red ships reside there, protected by their own blue shields. In addition, they come equipped with central turrets protected on both sides. Lastly, red triangle programs spawn here as well. Snatch their circular codes and finish hacking the last node to compromise the Baron's network.



OPERATION: TURBO DOMINANT EAGLE



JOB #4

It's the last day of competition and things are kicking into high gear. Even as the hour of the final round draws near, there's still work to be done. Team Iceland and Team Belgium are slated to battle it out in the B-Champs, providing ample distraction while the gang levels the playing field with the Baron.

TRACK THOSE BLIMPS GOOD, Y'HEAR?

If Sly is to stand a chance in the final round, the Baron can't be allowed to cheat. At his disposal is a small fleet of heavily armed gunships. Luckily, the day's festivities kick off with the B-Champs elimination round between Iceland and Belgium. Under the cover of their droning engines and roaring gunfire, no one will notice Sly as he plants locators on the Baron's blimps.





Four of the mammoth aircraft list about lazily in the airspace over the town. To reach them, Sly needs to utilize the catapult atop the Baron's castle. More importantly, he must also acquire the Paraglide from ThiefNet and use it to combat the drafty currents at those higher altitudes.

Hop into the bucket to launch Sly skyward. Deploy the Paraglide by pressing R1 at the peak of Sly's ascent. Keep it held down to guide gently onto the first blimp. Approach the control panel on deck and press ◉ to plant the tracking device. Continue in this manner until all four tracking devices have been planted.



KEEP MOVING

To travel between the blimps, take advantage of the pressure vent just behind the control panel. Hop onto it to get propelled into the sky and then paraglide to the next blimp.



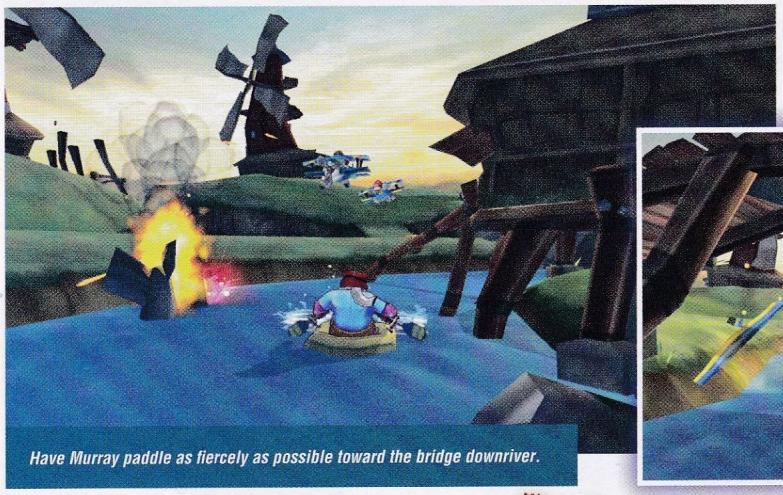


The GPS data from the tracking devices ensures the gang knows the moment the gunships make a move. Even so, it's difficult to say what else a veteran ace like the Black Baron might have up his sleeve. Force him to operate out in the open by sabotaging his encrypted communications antenna.

PULLING OUT ALL THE STOPS

The windmill housing the Baron's broadcast antenna is located in the eye of the storm—right in the midst of the B-Champs battlefield. Murray paddles into the middle of a combat zone in little more than a flimsy raft.

Destroy the windmill antenna to force the Baron to switch to a non-secure frequency for all his communications. Bentley has identified the three wooden support beams anchoring the windmill to the riverbed as its weak points. Once the last support is disposed of, Sly needs to suit up and head into the finals.



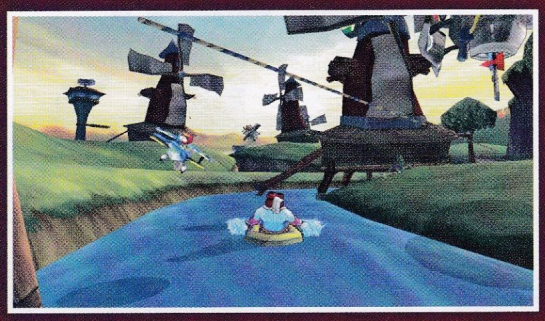
Have Murray paddle as fiercely as possible toward the bridge downriver.

As the battle rages overhead, the riverbed grows dense with debris. Cautiously navigate any falling wreckage.



DON'T LOOK UP

Black shadows on the water's surface foretell falling planes. Avoid these spots and successfully dodge the flaming wreckage.





LEFT HIS BLINKERS ON

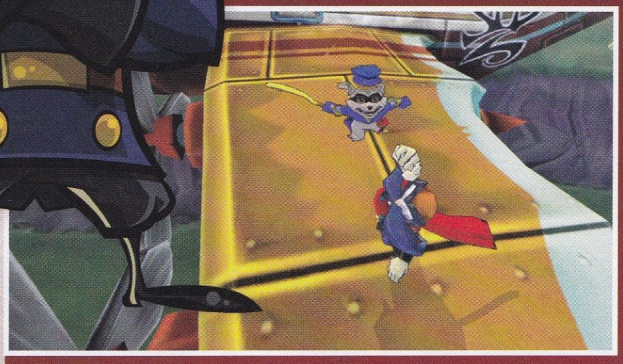
Unlike the semifinals, Sly only needs to concern himself with one other plane: the Black Baron's. It's easy to pick the Baron's aircraft out of the crowded skies thanks to the craft's flashing lights. Pepper his plane with machine-gun fire until his health meter is whittled away.

After his defeat, the Baron attempts to radio for assistance from the nearby gunships while he acquires a new plane. All that preparation pays off as Bentley intercepts the transmission and cuts them off using the previously discovered "windmill throwing stars." However, the Baron still manages to make it to the wing of his backup plane, pursued closely by Sly. The two face each other to settle the outcome of the competition once and for all.

BOSS BLACK BARON



The entire ACES tournament comes down to this, a battle between Sly and the Black Baron. Not only is the Baron an accomplished pilot, but he has also pursued a lifelong passion for fisticuffs. He attacks with a flurry of punches, a lunging grab, and his signature uppercut.



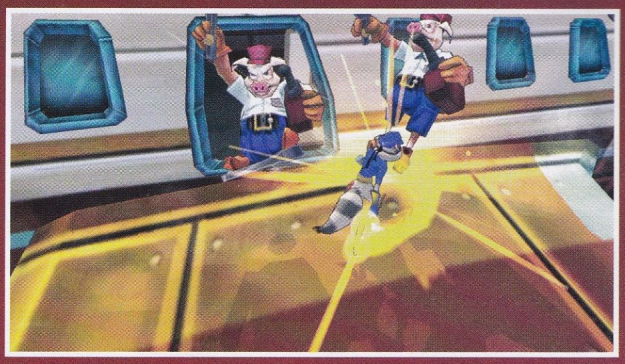
NOT-SO-SWEET CHIN MUSIC

The Baron's most devastating tactic is his signature uppercut. Don't let one of these haymakers land, or Sly will be seeing stars.

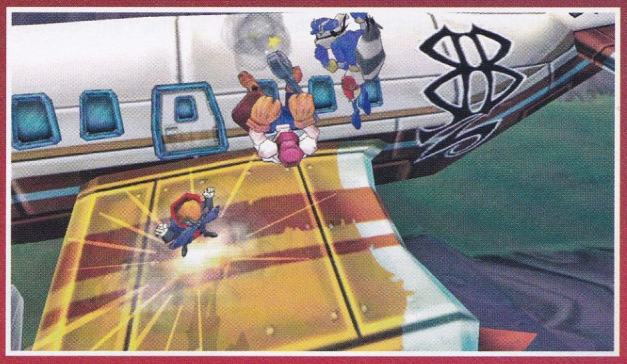
Constant movement is key to preventing the Baron from cornering Sly on the wing. Maintain a steady holding pattern around him and use Sly's spin attack as he runs past to wear down the Baron. Wait for the Baron to commit to a big swing and then unload on him with Sly's cane.



When the Baron loses about one-third of his health, he calls for backup from the minions inside the plane's cabin. The door opens to allow a contingent of guards. Sprint toward the Baron's henchmen before they can set the wing ablaze. Spin attack repeatedly to quickly knock them off the wing.



At this point, the Baron attacks with a three-jump stomp on the wing. When the Baron starts hovering in mid-air, jump clear of the bone-rattling impact of his landing.

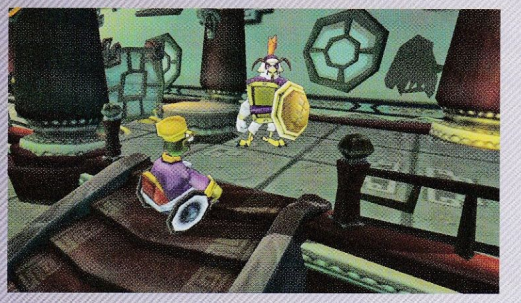


After Sly knocks off another third of the Baron's health, the dogfight champ commands the remaining crew to fight by his side. Try to ignore his reinforcements and focus Sly's attacks on the Baron. Use the Baron's temper tantrum to Sly's advantage—his wing stomp actually hurts his goons.

Not only does the gang prove their superiority in the competition, but they also discover the Baron's true identity. Now the "real" Baron can join the Cooper gang.

Episode 4: A Cold Alliance

CHINA OPERATION: DAY 1



Bentley is second to none when it comes to planning a job and he takes great pride in his explosives expertise. Thus, it is with great humbleness that he concedes the Cooper Vault requires a more skilled hand than his own.

After much research, he comes to the unavoidable conclusion that there's only one candidate with the proper qualifications. It's none other than the Cooper gang's old nemesis—Panda King.

Since his defeat at the hands of the gang, Panda King left his life of crime and retreated to the mountains to reflect in quiet meditation. Although Sly remains unconvinced of Panda King's simple conversion, he admits they need his skills. Together, the gang journeys to China to pursue their newest recruit.

AVAILABLE GADGETS ON THIEFNET

GADGET	PRICE
Size Destabilizer	800
Temporal Lock	1000

KING OF FIRE

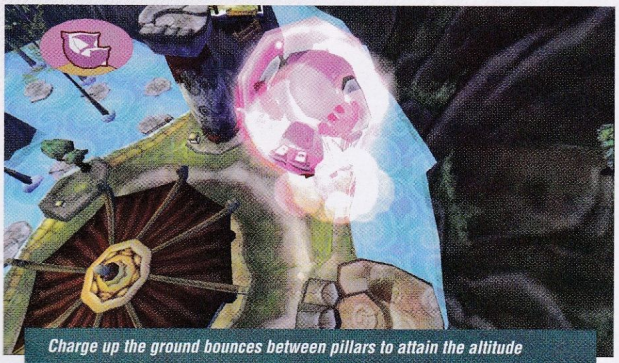


JOB #1

The gang tracks down Panda King deep in the Eastern Kunlun Mountains of China. However, they find him in a deep state of meditation. To wake him, they need to find a way to his isolated shrine.

ASCENDING TO A HIGHER LEVEL

To reach Panda King, the team must ascend via the nearby pillars. Activate Murray's Ball Form and use the stretched tarp at the first pillar's base to launch him upwards. After crossing the pillars, Murray arrives at the shrine.



Charge up the ground bounces between pillars to attain the altitude needed to reach the next pillar.

Sly needs more than the handful of trees dotted along the frozen water to reach the shrine and the ice is so thin that no one can safely step foot on it. Thankfully, Penelope's RC car is light enough to roll across the ice. Putter around on the ice and split the trees to double Sly's spire jump opportunities and join Murray.



The car can split the trees down the middle with its newly equipped turret. Press ✕ to accelerate, □ to reverse, and R1 to fire the turret.

It would be a shame to let those fireworks pinwheels go to waste, so team up with Murray and toss Sly up there. Once in Murray's grasp, press ✕ to launch Sly up to the pinwheel, then knock it loose with a strike from Sly's cane. Back on the ground, ignite each of the three rockets on both pinwheels using Bentley's sleep darts.



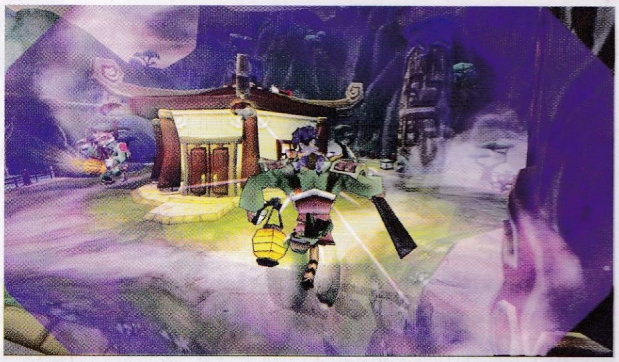
The first rocket gets the wheel spinning, while each additional one speeds things up.



The spinning pinwheels aren't much help at the top of their respective poles. To get them down, more rockets are needed and the only team member who can reach them is Guru, courtesy of a mind-controlled guard.

As Guru, take control of the nearest guard and use him to reach the rooftop by the furthest pillar. Approach the two rockets and set them off by pressing ◉. The impact of the rockets destroys the poles, repositioning the rockets.





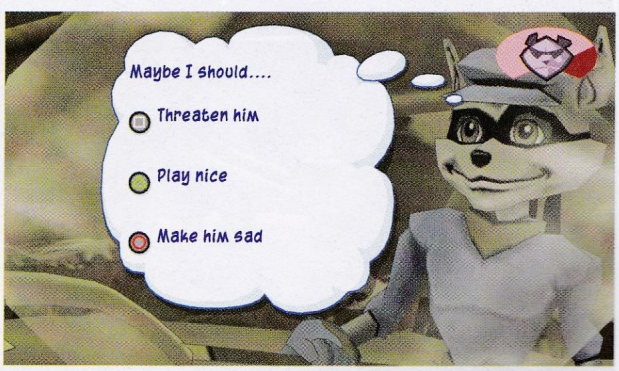
A DEEP SLEEP

To reach Panda King in his meditative state, Sly needs to delve deep into his consciousness. Thanks to Guru's help, Sly can bridge their minds. Once in a dream-state, Sly finds himself in a reenactment of his last encounter with Panda King. Before he can convince Panda King otherwise, he strikes Sly with his Flame Fu technique.



Initially, Panda King flings a barrage of fireballs in Sly's direction. Draw closer to force Panda King to use his melee attacks; note that the overgrown panda tends to announce his attacks. However, his Palms of Thunder is much trickier to avoid.

Once Sly drains about one-quarter of Panda King's health, he attempts to talk Panda King out of his meditation. Make sure to press ◉ to select the "make him sad" option. Choose any other option and the fight will resume.



Sly manages to convince Panda King that his dream was the byproduct of his obsession with his prior defeat. Although as reluctant as Sly at the proposed alliance, Panda King is convinced by Guru that his help is needed. But before Panda King will join forces with the gang, he must first rescue his daughter from the powerful General Tsao.

GET A JOB



JOB #2

Some reconnaissance is required to find a way to extract Jing King from General Tsao's heavily guarded palace. Bentley poses as a prospective wedding planner in order to examine the security arrangements.

A MOST MAGICAL DAY

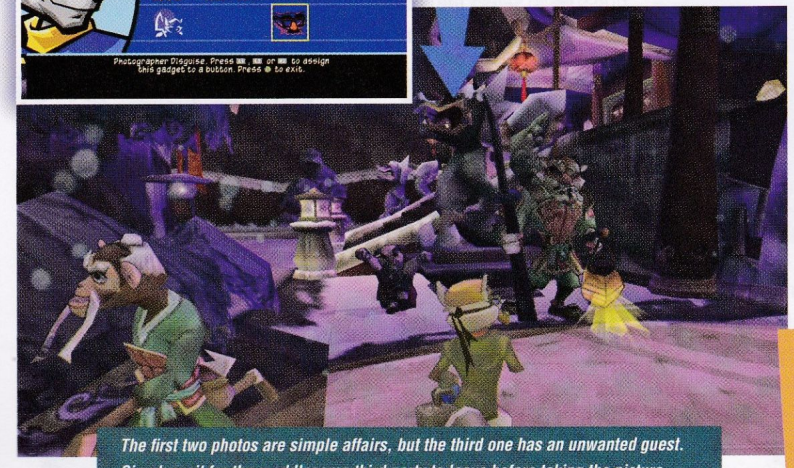
Inside General Tsao's palace, Bentley overhears Jing King's pleas for freedom. Venture to the large chamber at the end of the hall in the far-left corner to find General Tsao.



Tsao reveals to the "wedding planner" that he needs a photographer. Before the general will hire anyone, though, he insists on some samples. As Sly, follow the Binocucom's waypoints to all three photogenic sites and take the appropriate picture.



Press SELECT to access the Gadget menu and assign the photographer disguise to a button.



The first two photos are simple affairs, but the third one has an unwanted guest. Simply wait for the meddlesome third party to leave before taking the picture.

Before returning to the palace with the pictures, snap three pictures of General Tsao to butter him up. With such an impressive array of samples, Tsao agrees to let Sly be his wedding photographer.



TEARFUL REUNION



JOB #3

Elsewhere in the area, Penelope is picking up a rather strange signal emanating from the water's surface. Murray is sent to investigate and is shocked to discover the source of the broadcast—the gang's van! Last seen floating away in a block of ice in Canada, the ocean's currents have brought it across the Pacific to China.

VAN-TASTIC VOYAGE

Use the tow cable on Penelope's RC Chopper to pull the vehicle to shore. Follow the green arrow to the van and then deploy the claw. Once attached, boost to drag it in the direction of the green arrow.

Nearby guards have caught on to the salvage operation and start opening fire on the chopper. Boost to dodge incoming explosives as the van is being towed.

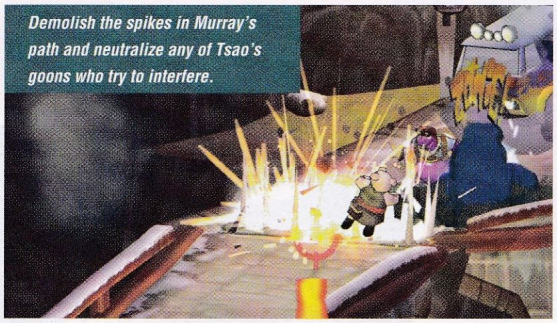


DISCONNECTION NOTICE

If a guard's attack makes contact, the chopper loses its connection to the van. If this occurs, re-deploy the claw and restore the grasp on the van.

Once the van is delivered to the red X, Murray can attempt to break through the ice using his fists. Watch out for the influx of guards and start smashing the ice.





Demolish the spikes in Murray's path and neutralize any of Tsao's goons who try to interfere.

Unfortunately, the ice is too solid to pierce with Murray's fists so he resolves to pull the van back to the safe house. It's up to Penelope to once again provide air support, yanking away any ham-fisted flunkies who might harm Murray. The hippo gets almost halfway to his destination when spikes emerge from the ground and cut off his path. Meanwhile, Penelope's chopper is in need of refueling. Things look dire until Panda King comes to the rescue and launches his fireworks to protect Murray.

GRAPPLE-CAM BREAK-IN



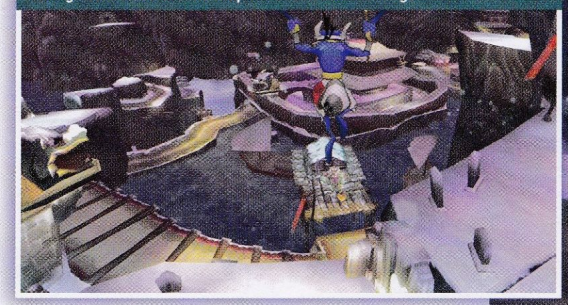
JOB #4

To learn more about General Tsao's operations, the gang needs to break into the center for his business operations. To gain access to his computer files, Bentley needs to acquire the Grapple-Cam power-up from ThiefNet.

SCHOOL OF SEVEN BELLS

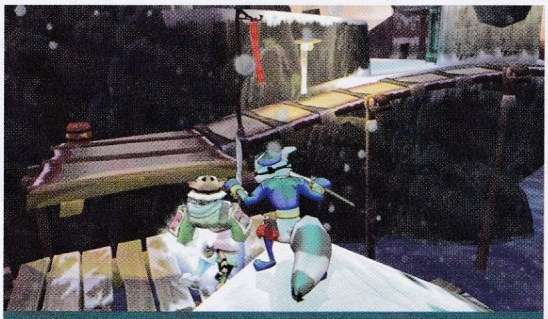
Bentley has learned that Tsao's place of business is protected by a special double padlock. The keys are designed to self-destruct and the guards carrying them are in constant radio contact. To steal the keys, Sly and Bentley must pickpocket both guards almost simultaneously.

As Sly, simply paraglide from his starting position straight down over the guard's head to land atop the shack behind the guard.



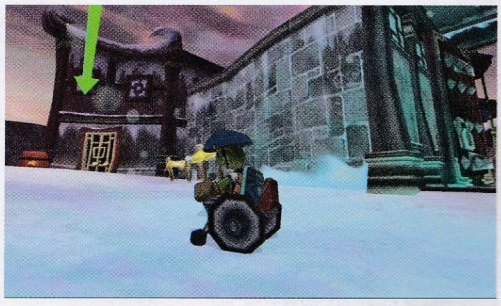


Key #1: As Bentley, take the right bridge. Avoid the guard and roll up the hill. Circle around the monkey and bust out Bentley's fishing pole. Pick the guard's pocket to get the key.



Key #2: As Sly drop down and pickpocket the other guard to get the second key. After doing so, meet Bentley near the gold statue of Tsao.

After acquiring both keys, make Bentley bounce on the tarp to the left of the statue. Roll along the right wall and hop on the other side near the waterfall. Continue forward and use the tarp to reach the next level. Back at Tsao's place of business, press ◉ to unlock the door.



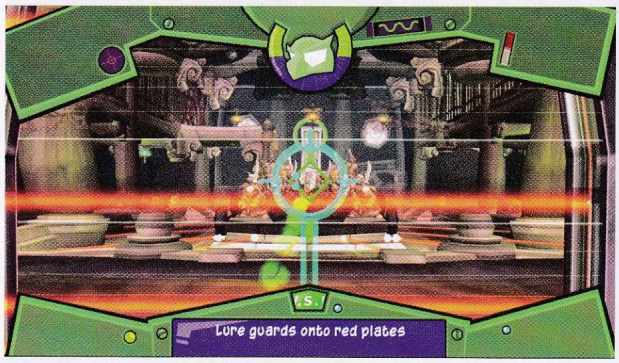
NAPPING ON THE JOB

Inside, a sophisticated series of pressure pads control the laser security system. Lure guards onto the proper pads to deactivate the system.

Using Bentley's newly acquired Grapple-Cam, toss it toward the far side of the room. Press L1 to switch to it and press ✕ twice to grapple to the first pressure plate.



Pressure Plate #1: Once on top of the pressure plate, press ◉ to distract and lure the guard. With the guard in position, exit the Grapple-Cam and bring up the Binocucom. Now shoot a sleep dart at the guard to make him collapse on the pressure plate.



Pressure Plate #2: The next one is conveniently located on the second floor. Grapple up to the second floor hallway and lure the guard onto the plate. Once in position, hit him with a sleep dart to disable the lasers.

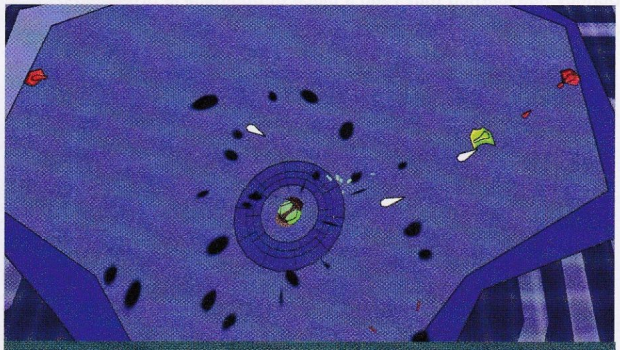


BRIGHT LIGHTS

Don't let the Grapple-Cam get caught in any of the spotlights on the second floor. Sustain too much damage and the Grapple-Cam is destroyed, forcing Bentley to start over.



Now use Bentley's Hover Pack to reach the second floor. Roll down the hallway and hack the computer at the far end. But this time, a new kind of enemy program presents itself. A central core rests behind three layers of the segmented blue shields. After successfully hacking the computer, Bentley has what he thinks are the last pieces of the puzzle to free Jing King.



The core fires five-round bursts of code. In addition, there are turrets to the left and right.



LAPTOP RETRIEVAL

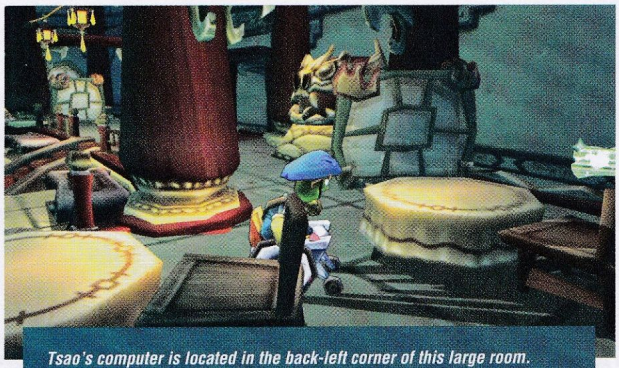


JOB #5

The unexpected has happened, leaving the gang reeling... General Tsao has made off with their laptop! The plan is a complete bust now, as Tsao has all their critical information. The gang needs to find Tsao and steal back Bentley's computer.

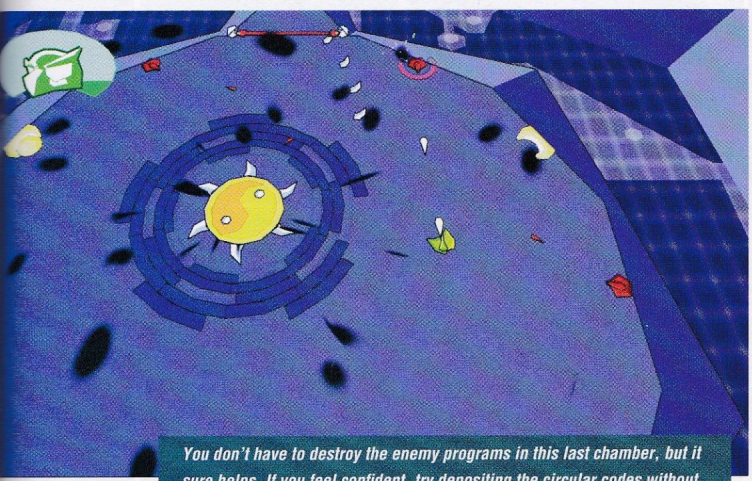
GENERAL COMPUTING

Bentley's best lead is hacking into General Tsao's own computer. Spinning defensive arms and a digital black hole greet Bentley. Past them, though, Tsao has a powerful defensive avatar protecting his system.

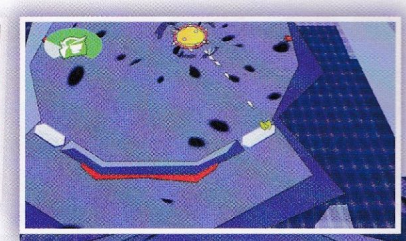


Tsao's computer is located in the back-left corner of this large room.

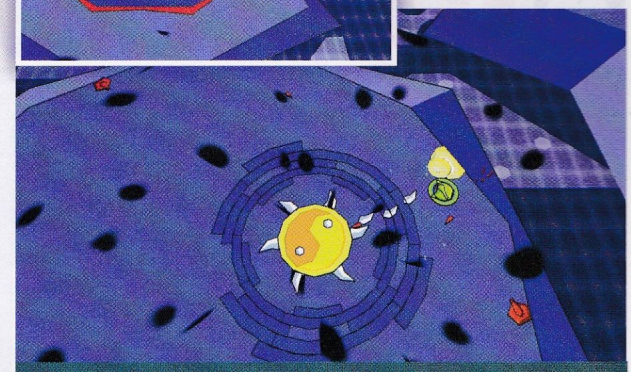
The avatar contains five layers of segmented shields. Its core fires dual, two-shot code bursts in addition to devastating five-shot bursts of blade-like code. Even worse, four turrets surround its sides and its core contains a digital black hole.



You don't have to destroy the enemy programs in this last chamber, but it sure helps. If you feel confident, try depositing the circular codes without first clearing the opposition.



Use hit-and-run tactics against the defense avatar.



Pop out from behind the defensive shields and wear down the avatar's blue shields until it's no longer a threat. Clean up the rest of the area and deposit the yellow circular codes to finish hacking.

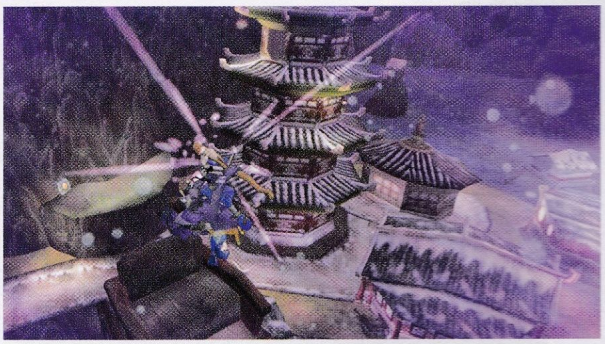
STAIRWAY TO HEAVEN

To follow Tsao the remainder of the way, Guru demonstrates a new ability to levitate objects and enemies. Because the range is limited, Guru must ride on Sly's back during this trek. Travel across various objects as Guru summons them to reach a secret cave entrance.



RICKSHAW RIDES & CRATE CRAWLS

Watch out for rickshaws and crates; Sly must land on them precisely. Unlike the heads and spears, Sly can't spire jump or grab these objects. It takes precise timing and aiming to leap onto these objects in mid-air.



BOSS GENERAL TSAO

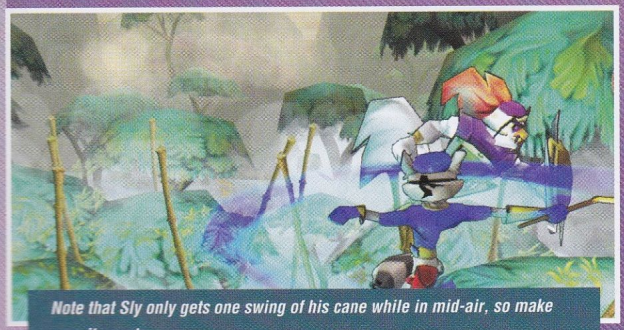
Tsao seeks to destroy Sly in the ancient forest site of battle where his ancestors once fought. Dodge Tsao's fireballs by leaping away from them. Note that this grove has unique properties allowing Sly to leap long distances.



Sly can also change direction in mid-air; simply use the left stick and press ✕ a second time as if performing a double jump. Don't stray out of the field of battle or face the consequences.



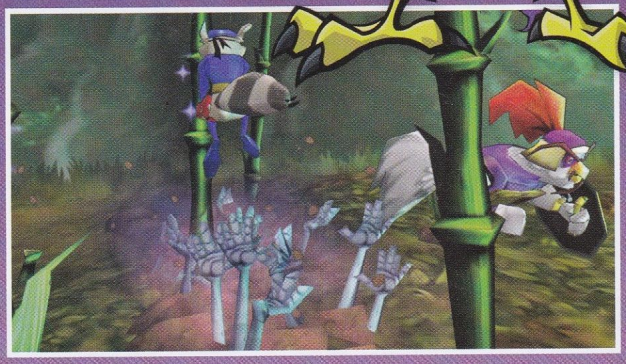
The best opportunity to strike at Tsao occurs when he's moving in mid-air. Wait for him to finish his fireball attacks, then leap across the grove to intercept him. Use Sly's cane to knock him down, causing him to temporarily disappear.



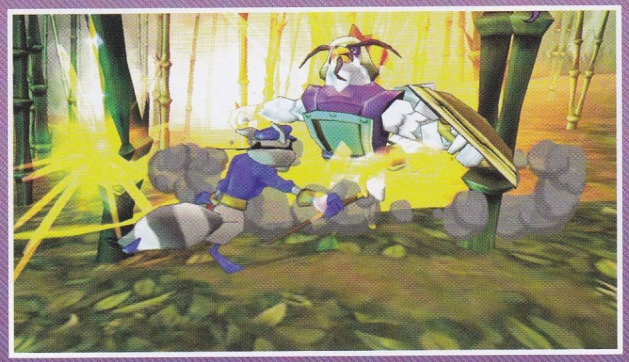
Note that Sly only gets one swing of his cane while in mid-air, so make sure it counts.

After depleting Tsao's health meter, the fight resumes on the ground. The general will charge at Sly with his spinning shield blades and swing his shield in a circular pattern. Additionally, Tsao will summon ghostly hands from the ground to force Sly upwards, but a floating dragon's head will manifest if he climbs too high!





The key to defeating Tsao is to hit him hard and fast. Use Sly's cane to knock him down and take another swing as soon as he gets back up.



After General Tsao falls in defeat, he returns the laptop with a final taunt before disappearing in a puff of smoke.

Episode 4: A Cold Alliance
CHINA OPERATION: DAY 2



After the gang's meddling, General Tsao has left nothing to chance. He's supplemented his guards with black magic dragons and hopping vampires. The gang isn't about to give up, especially now that it's gotten personal. Once Tsao's reinforcements are a thing of the past, the gang plans to hit him where it hurts—right in the pocketbook!

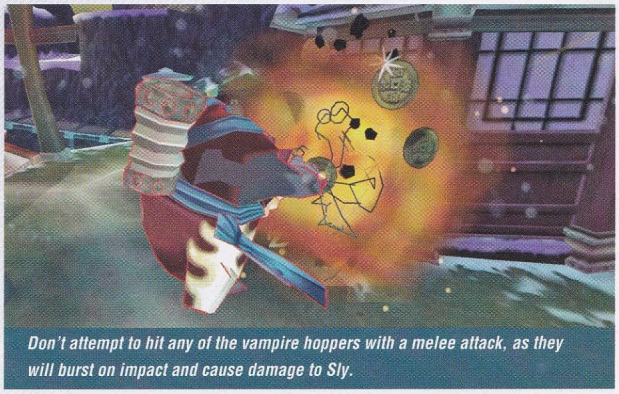
AVAILABLE GADGETS ON THIEFNET

GADGET	PRICE
Rage Bomb	1200
Raging Inferno Flop	1200
Feral Pounce	1000
Thief Reflexes	1200

VAMPIRIC DEMISE

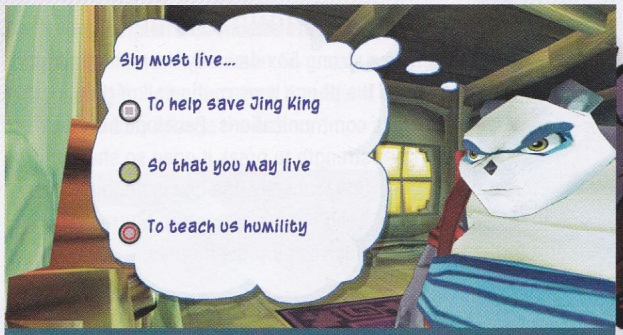

JOB #1

All those hopping vampires are much too deadly for the gang to deal with as they attempt to free Jing King. With Panda King's explosives experience, hopefully they can muster enough fireworks to destroy the vampire crypt and breathe a little easier.


Don't attempt to hit any of the vampire hoppers with a melee attack, as they will burst on impact and cause damage to Sly.

FIRE WORKS, BUT SO DO FIREWORKS

Tsao has stashed his fireworks for the ceremony all over the area. Sly needs Panda King's help to transport them and Bentley heads off to inform the new ally. After a tense conversation, Panda King must confront his darker half in the mirror's image.



When the dialogue option appears, press ◎ to select the humility option.

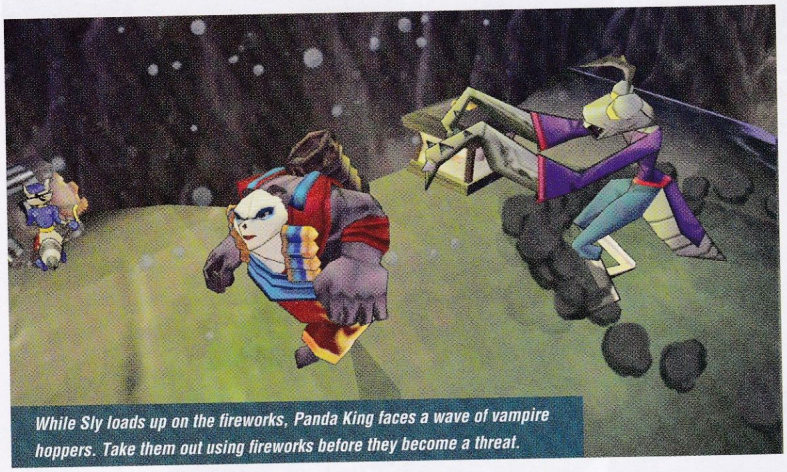


After a brief refresher course on using the fireworks with Bentley, head to the next stockpile waypoint to the left of the safe house's location. During this stage, Sly and Panda King must eliminate round after round of vampire hoppers using fireworks. Once one area is cleared, proceed to the next one and repeat the process until the vampire crypt is destroyed.

CHA-CHING

Feeling light on coins? Don't rush through this little primer on fireworks. As long as a vampire remains standing, the fallen ones get replaced. Keep harvesting coins from them until the gang's money pouch swells.





While Sly loads up on the fireworks, Panda King faces a wave of vampire hoppers. Take them out using fireworks before they become a threat.





Follow Sly and fend off the additional vampire hoppers as Panda King approaches the prayer bell. Don't get surrounded and keep his back to the cliff wall.

Eventually, Sly hands Panda King the last of the explosives and leaves him to his task. Take the right bridge and head up the hill. The vampire's crypt is just up the road from Tsao's illegal business.

Panda King must face the most relentless assault of vampire hoppers yet. Get close enough to lock onto a crypt as a target and unleash the fireworks. It takes several full strength barrages before it breaks.



DOWN THE LINE



JOB #2

To formulate a new angle of attack against Tsao, more intel is needed. As such, Murray is tasked with tapping into General Tsao's phone line. He must collect some critical information from his conversations.

WHOOPS, WRONG NUMBER

There is a strong box down by the water that contains the phone lines routing all of the General's communications. Penelope needs Murray's strength to break it open so she can rewire it. Unfortunately, the box is booby trapped with gas! Tsao's minions capture Murray and rig him to explosives atop the mountain.



To save Murray, use Penelope's RC car to race the fuse up the mountain. Gun the engine and use the turret to blast any dragon heads or rocks that get in the way.



A BATTERY OF PERIL


JOB #3

Tapping General Tsao's communications may have been a bust, but the gang still has a trusty van to fix up. Everything's good to go minus the core on the old poly-cellular battery. The van needs it to run and, fortunately, Penelope located an alternative nearby.

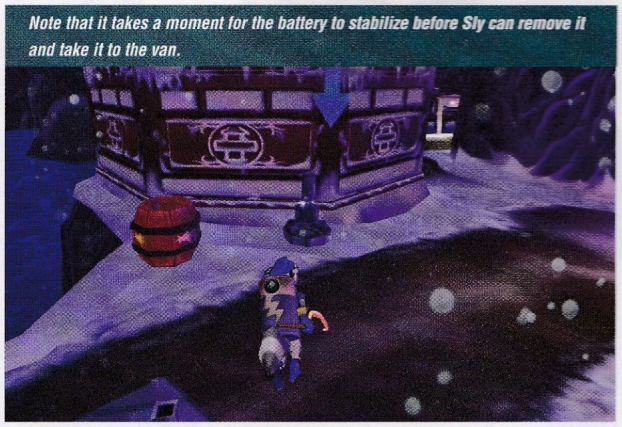
HARD CHARGING

After dropping from the safe house, roll Bentley up the leftmost bridge. The battery is located behind the shack on stilts. After grabbing the battery, all it needs is a charge.

But before the plan can materialize, Carmelita shows up. Take control of her and chase down Sly using her gun. As she zaps him into submission, she discovers that Sly is faking it and her gun has managed to fully charge the battery.



To charge the battery, leap off the cliff and use the Paraglide to reach the pagoda. Once there, plug in the battery.


Note that it takes a moment for the battery to stabilize before Sly can remove it and take it to the van.

Sprint back to the safe house and press ◉ to deposit the battery into the outlet by the van. Once the power transfer is finished, the job is complete.

OPERATION: WEDDING CRASHER

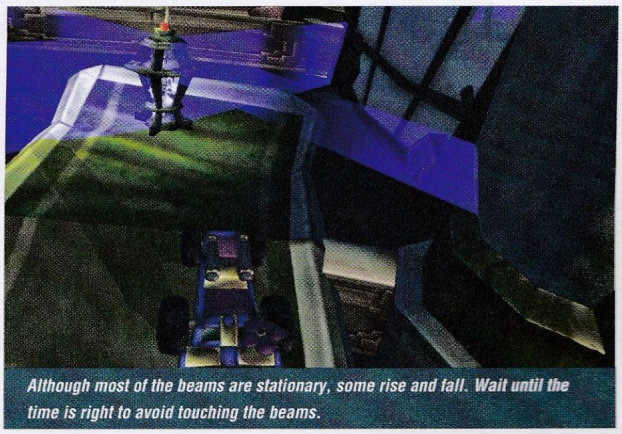

JOB #4

It's the big day every little general dreams of and that's what makes the gang's revenge against Tsao so sweet. A multi-pronged attack is the basis for this blitzkrieg against the Oriental tyrant.

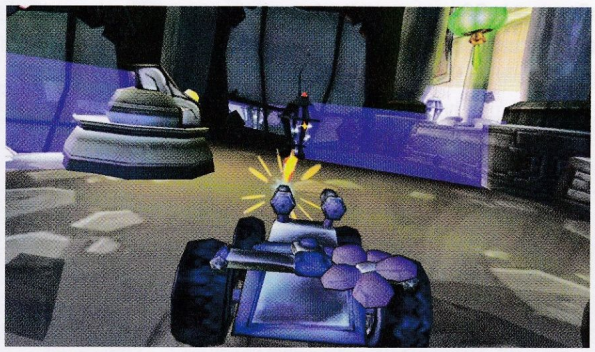
Sly, Penelope, and Murray need to bypass the security to access Tsao's treasure and then load it to Bentley for transport in the van. Meanwhile, Panda King and Guru dig a tunnel to free Jing King. With luck, Bentley's Grapple-Cam can trick Carmelita into switching places with the reluctant bride-to-be.

BLUE LIGHT SPECIAL

Atop the highest pagoda in the area, Sly checks in with the team. After infiltrating the vents, he opens the door for Murray and Penelope to enter the security center. Since the security control panel is underneath the dragon statue, use her RC car to access it.


Although most of the beams are stationary, some rise and fall. Wait until the time is right to avoid touching the beams.





Although the gang destroys the security control panel, the laser beams still remain online. A second, hidden security computer threatens to come online at any moment. Penelope realizes that destroying all 30 blue sensors should prevent the second computer from coming online. Race the clock to destroy all the sensors before time runs out!

TEAR DOWN THIS WALL

Once Penelope turns off the safety and opens fire, everything is fair game. To quickly reach the target sensors, blast through the walls to create some makeshift shortcuts.



When the task is complete, activate the double lever trap door to gain access. When control returns to Sly, he's on his way to meet Panda King and Guru. Paraglide across the water to the palace and enter via the front door.

The vases in the main foyer are an ancient Chinese security system used to detect underground activity. Sly needs to make sure no vases fall over during Panda King and Guru's digging.



If a vase starts to wobble, press ◉ to stabilize it. Don't hesitate to sprint between them before they fall.

Now Bentley must lure Carmelita via his Grapple-Cam. Unfortunately, he must also pull double duty by guarding the stilt house. Consequently, he has to lure Carmelita without budging an inch.

DON'T BE SHY!

Carmelita doesn't take kindly to the taunts coming from the Grapple-Cam's speaker. To make sure she doesn't destroy it, distract her and then immediately grapple out of range.

Once Carmelita reaches the palace door, she notices a marker left for her by Sly. Inside, Sly tricks her into thinking there's a secret plan to snatch the bride at the wedding. Blind to the deceit, she happily dresses as the bride in a bid to trap Sly.

BOSS DRAGON

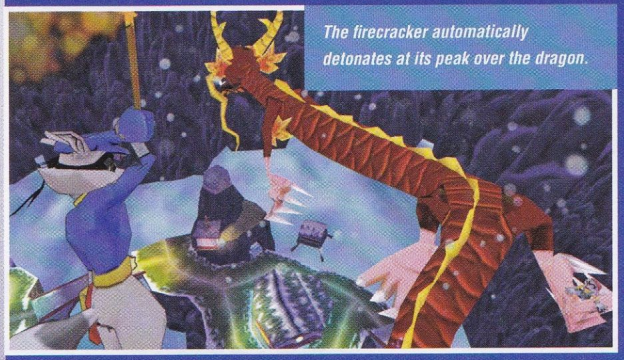
HOW TO BRAIN YOUR DRAGON

With Carmelita taking the bait, Sly checks in on the team's looting progress. Unfortunately, Murray gets a little too overzealous and knocks the bottom out of Tsao's treasure trove, causing the entire building to topple into the water. Seeking revenge, he summons the stone dragon of the temple.

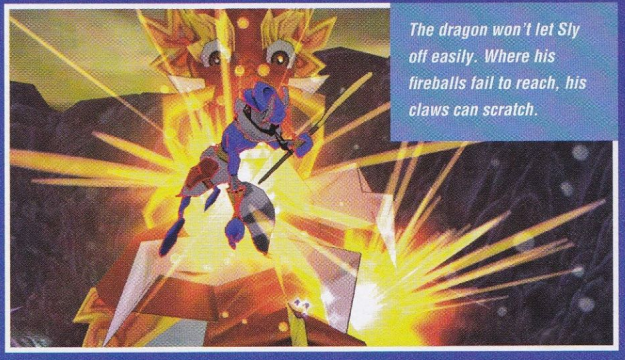
When the dragon snatches Penelope, Sly takes to the skies. Press ◉ to hook Sly's cane onto the firecracker and ride it skyward. When Sly drops onto the dragon, pound away but watch out for his lashing, fiery tongue!

As the dragon's tongue approaches, spire jump to dodge it. Squeeze in a few hits before it swings back the other way.





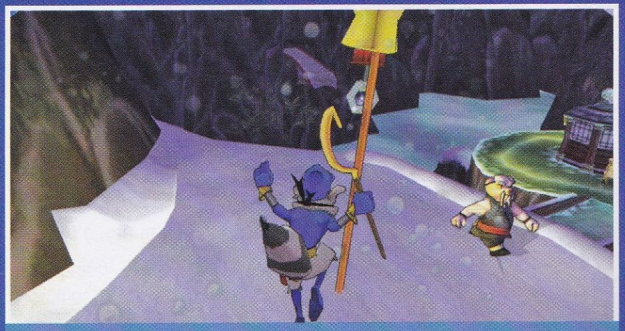
The firecracker automatically detonates at its peak over the dragon.



The dragon won't let Sly off easily. Where his fireballs fail to reach, his claws can scratch.



Spire jump along the dragon's back spines and avoid its fireballs. Reach its head and pound away.



As the dragon wears down, it will twist in the air and drop Sly. To return to the fight, use the Binocucom to locate the nearest firecracker and ride it back into action.

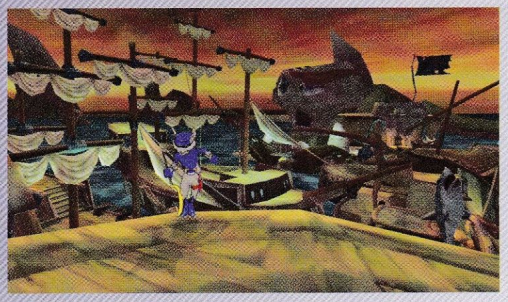
A REAL PAIN IN THE NECK

The dragon can only turn its neck so far when it spews fireballs. A safe spot is the point where the dragon's spines end at the neck. So, the faster Sly gets to the nape of his neck the better.

While the gang escapes with Jing King, General Tsao is in for the surprise of his life when he discovers Inspector Fox under the bride's veil. Disappointed at having missed her chance at Sly once again, Carmelita can take some measure of solace in capturing a local warlord. With Jing King safely in the care of her aunt, Panda King and the gang set off for the next phase of their plan.

Episode 5: Dead Men Tell No Tales

BLOOD BATH BAY, CARIBBEAN SEA: DAY 1



As the gang continues to sketch out the details of the Cooper Vault heist, they receive an unexpected call. It seems Dimitri is already calling in his favor. He and the gang book passage on a cruise to Blood Bath Bay. Among the cultural hermits residing there who maintain their forefathers' pirate traditions lives Black Spot Pete.

Many moons ago, Dimitri's grandfather, Reme Lousteau, was a renowned pioneer of deep sea diving. He amassed a fortune plundering undersea shipwrecks until the day Black Spot Pete stole his loot and his diving gear. Broken by the experience, he retired from diving and started a family. Dimitri has long dreamed of retrieving his grandfather's legacy and now, with the Cooper gang's help, he has his chance.

AVAILABLE GADGETS ON THIEFNET

GADGET	PRICE
Shadow Power Level 2	1600
Jump Attack Level 3	1000
Reduction Bomb	1400
Diablo Fire Slam	1400

THE TALK OF PIRATES



JOB #1

Head to the place in town where Black Spot Pete is known to spend his days. Although he's weathered by age, Black Spot Pete is still plenty crafty. Sly needs to unleash his best pirate accent to convince this old scalawag to part with his valuable knowledge.

IT'S ALWAYS SEPTEMBER 19TH HERE

When approaching Black Spot Pete, Sly attempts to inquire about the lost treasure. Unsurprisingly, he refuses to talk of pirate matters to a landlubber. The only man who he claims is privy to that information is his old partner, Cantankerous Tim. The course is clear: Sly needs to somehow fool the aging buccaneer into thinking he's Pete's old matey.



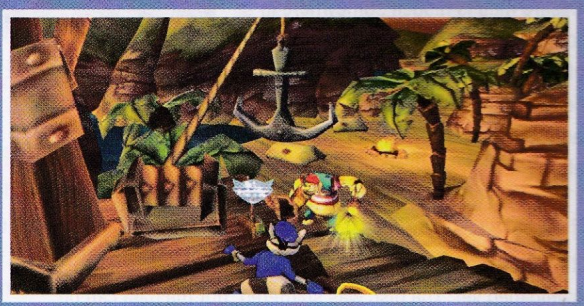


Episode 5: Dead Men Tell No Tales

According to Bentley, Cantankerous Tim's lieutenants mutinied against their captain and split the plunder amongst themselves—including Tim's signature outfit. To pass himself off as Tim, Sly must track down the lieutenants and piece together a disguise.

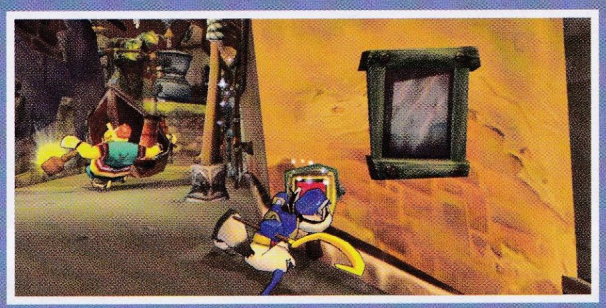
EYE PATCH

Track down Stone Jake and take advantage of his fascination with monkeys by giving the nearby trees a whack from Sly's cane. Lure Jake toward the anchor as he investigates the disturbance. Once in position, press ◉ near the pulley controls to drop the anchor on him and snag the eye patch.



PEG LEG

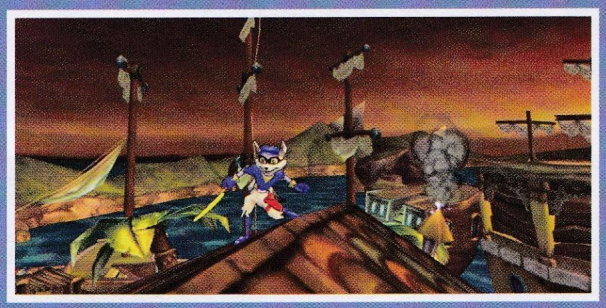
Jump to street level and activate the switch to the right to drop a boat and subdue the first bodyguard. After a brief investigation of the noise, the lieutenant and his bodyguard continue on their way. Lure the bodyguard away by smashing a nearby table or cart. When he investigates, take him out and hide before the lieutenant catches on. Follow the lieutenant and pickpocket the screws on the peg leg. Once all the screws are loose, make off with the leg without fear of reprisal.

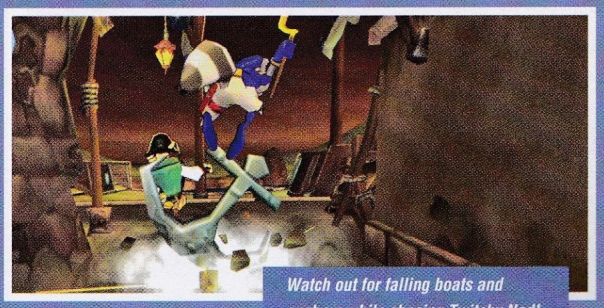




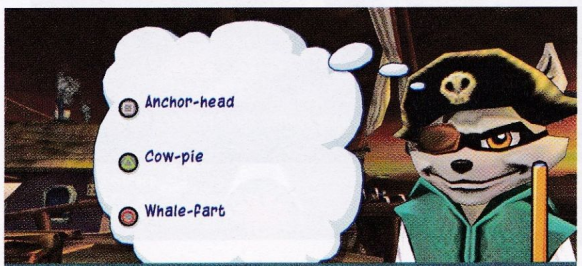
CAPTAIN'S HAT

The final piece of the ensemble is in the possession of Twitchy Ned. True to his name, Ned is holed up in a crow's nest marked by the waypoint in the Binocucom. As Sly climbs the rope next to the crow's nest, Ned catches him in the act and flees the crow's nest. Chase after Ned on the rooftops and through the streets until he is cornered. At this point, he hands over the captain's hat.





Watch out for falling boats and anchors while chasing Twitchy Ned!



Sly must exchange insults with Pete without repeating any previous insult. Be mindful of the ticking clock located on the right side of the screen.

Now return to Black Spot Pete while in costume and try press him for information. Happy to see his old friend, Black Spot Pete insists on a bit of vinegar talk in the form of an insult competition. After a spirited bout of nautical-themed ribbing, Sly asks for "his" share of the Lousteau treasure. Black Spot Pete sadly reports that he lost his ship in a game of cards and that a certain Captain Lefwee had stolen the map.

This Captain Lefwee has earned himself quite the reputation as the smartest man on the seven seas. It remains to be seen if he has the skills to match wits with the infamous Cooper gang.

DYNAMIC DUO

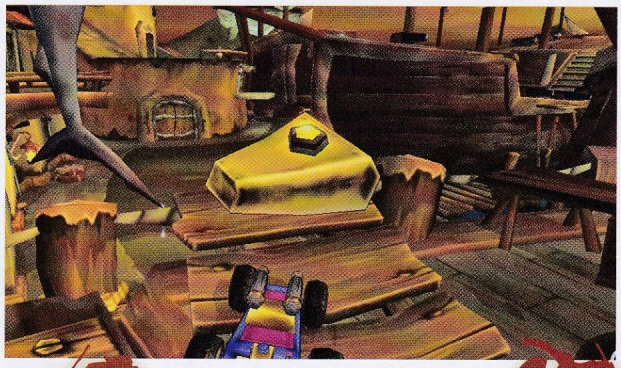


JOB #2

Bentley logically concludes that the treasure map is hidden somewhere in Blood Bath Bay. To track it down, he enlists the service of Penelope's hover-spectrometer to scan for structures that resemble safes or chests. Sadly, a trigger-happy pirate shoots it down out of fear, but not before it finishes its sweep of the area.

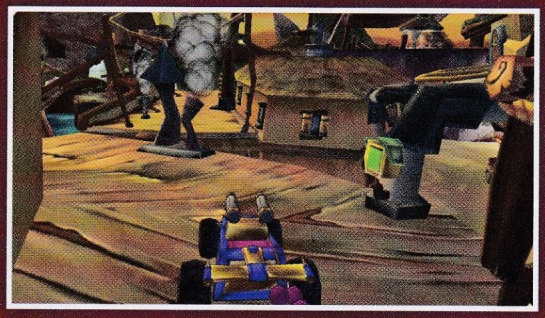
PICKING UP THE PIECES

Although the spectrometer finished its scan, the data isn't downloaded yet. The disc was shattered, but the data can be retrieved from the intact pieces using Penelope's RC car. Pilot the RC car through Blood Bath Bay and follow the waypoints to all seven pieces.



ROOFTOP RC

The pieces of data located on the rooftops can be problematic at first, but the easiest way to retrieve them is to start on the wooden ramp by the safe house.

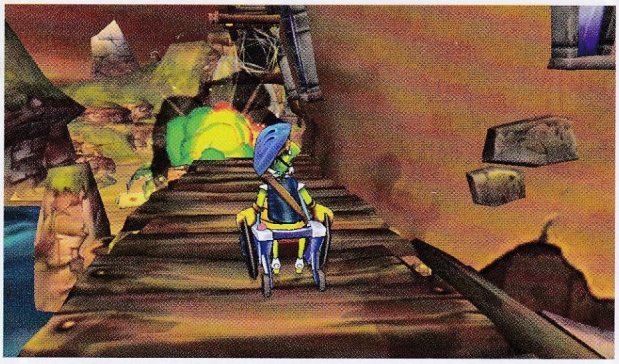


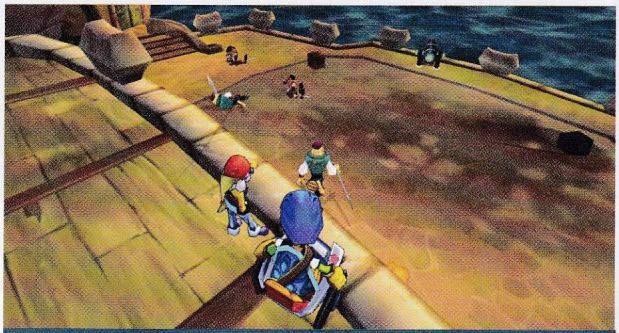
Once all the data has been collected, Bentley locates a massive chest in Skull Keep, Captain Lefwee's fortress. Head to the waypoint located across the water from Skull Keep. It seems that Penelope's spectrometer has him spooked as well, causing the drawbridges to be raised.

Bentley correctly suspects that Captain Lefwee has a secret escape route. Head down and to the right and cross the channel along the tops of floating crates. Continue toward the tip of the peninsula where the land ends to find more floating crates.



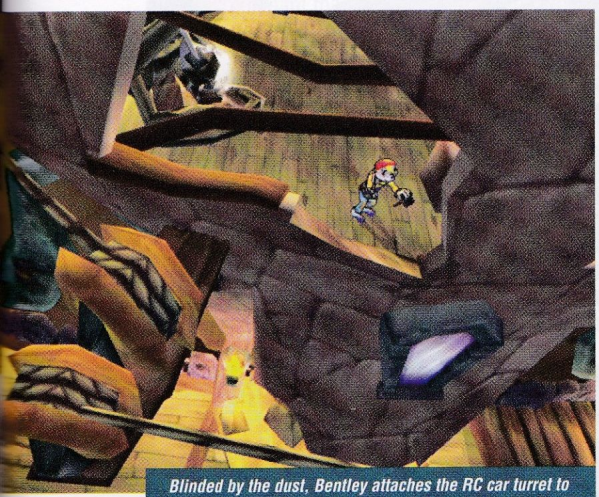
Hop along the crates and tree stumps to circle around the back of the fortress to the rear entrance. Although the door is locked, Bentley's explosives are powerful enough to obliterate a nearby support beam and create a makeshift ramp. Destroy another beam to make the last ramp, then proceed to the top of Skull Keep.





The contingent of guards left behind on the rooftop stand between the gang and the chest.

After all the guards are gone, activate the double button latch to open the door. Inside, Bentley stands in awe of the most trap-laden security chest he's ever seen. After he leaves to retrieve Penelope's spanner set, she takes the initiative to open it herself—with mixed results. She gets the treasure map, but tumbles out a window in the process.

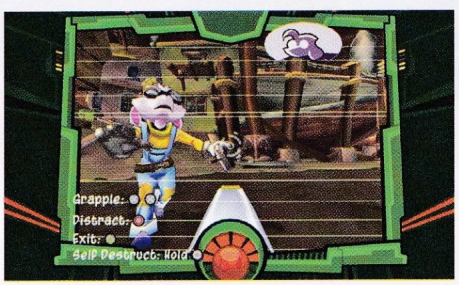


Blinded by the dust, Bentley attaches the RC car turret to his Grapple-Cam. Grapple toward the top of Skull Keep and launch the pulleys to keep the bridges raised.

THERE CAN BE ONLY ONE

Like Penelope's RC car, Bentley's Grapple-Cam is perceived as a threat to be eliminated by any pirates who notice it. Because Bentley only has one borrowed turret, the mission ends in failure if the Grapple-Cam is destroyed.

With the bridges lowered, use the Grapple-Cam's distract feature to guide the sightless Penelope back to the safe house. Once she's safe, the gang now has the location of the buried diving equipment.



JOLLYBOAT OF DESTRUCTION



JOB #3

To set sail for Dagger Island, the Cooper gang needs to obtain a seaworthy vessel. In a town full of pirates, stealing a ship isn't an act taken lightly. Sly and Murray need to sabotage the rudders on any potential pursuers to ensure a clean getaway.

TERROR ON THE LOW SEAS

The jollyboat controls like a swifter version of the raft Murray piloted earlier. In addition to its speed, it also sports a cannon that is fired by pressing R1. The longer the trigger is held down, the further the cannonball goes (look for the red circle on the ground). Now it's time for the gang to disable four ships.





Damage the rudders on the four ships marked on the Binocucom. Watch out for the cannon buoys protecting them, though!

Once all four are disabled, the harbor patrol arrives. The armor on these ships is much more durable, as it requires the gang to ram them before any damage can be done with the cannon.

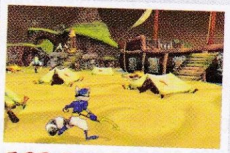
TASTY T-BONE

It can be a hit-or-miss affair if the gang tries to ram the harbor patrol from the front or back. However, a solid shot to the middle from a perpendicular angle is sure to do the trick.



After sinking all six harbor patrol ships, an even larger patrol cutter arrives. Seemingly outmatched, Sly notices that the cutter's mast is heavily patched up. Focus cannon fire on the central mast while avoiding the cutter's array of cannons. Once their mast is destroyed, the cutter no longer poses any threat and the job is complete.

X MARKS THE SPOT


JOB #4

Now that the ships are disabled, it's time to steal a pirate ship. But before this can occur, Sly must purchase the Silent Obliteration upgrade from ThiefNet. From his vantage point atop the tall rigging by the safe house, Sly eyes a viable candidate. Proceed to the end of the pier to meet Murray at the jollyboat.

PLEASE HAVE YOUR BOARDING PASS READY

Due to the ruckus, the harbor has been heavily mined. Paddle cautiously because a single explosion will end the mission. Once past the mines and alongside the target ship, climb up the rope and onto the deck. Use the Silent Obliteration to pick off the guards one by one. With the ship secure and the coast clear, the rest of the team joins Sly onboard to sail. Sail toward the open waters marked by the waypoint.



GET YOUR SEA LEGS

Once on the open seas, the view switches to a top-down perspective. To access a sea chart marked with job locations and waypoints, press R3. Steer toward the location of the buried diving gear marked on the map.

FLOATING BOOTY

The open seas are home to assorted treasure chests from sunken ships. Although these aren't what the gang is after, the rewards are still nice. Unmarked chests contain coins, while those with a red cross will repair the ship.

As the ship draws near the shore, a hostile pirate ship gets up close and personal. It's time to show these scalawags who's the boss of these seas. Unload a barrage of cannon fire to set them straight. Watch out for damage, though, for as the sides are damaged, fewer cannons remain for combat.


Run up to the cannons and press ◉ to unload a barrage of cannonballs on that side of the ship. Recently fired cannons glow red and remain upright until cool enough to reset and fire again.




As the ship sustains damage, leaks spring up on deck. To stop the water, run up to the source and nail down the boards with a solid blow from Sly's cane.

ALL ABOARD!

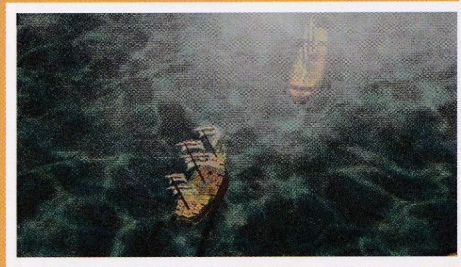
Once the enemy ship's mast has been destroyed, you can either sink or board the vessel. To board the ship, pull up alongside it and jump. Once done, defeat the ship's captain and his accompanying crew.

The captain wears a distinctive hat. He is a more skilled combatant than his crew and can block attacks with his swords. Defeat the captain and claim the booty in the ship's hull.



PIRATE VS. PIRATE

If Sly's ship gets close to any other pirates on the open waters, they will engage in battle. If this occurs, it's possible to flee the battle although it takes quite a while.



Conversely, the gang can engage any seafaring vessels on the open waters by sailing near them. Just press ◉ when the prompt appears in the corner.

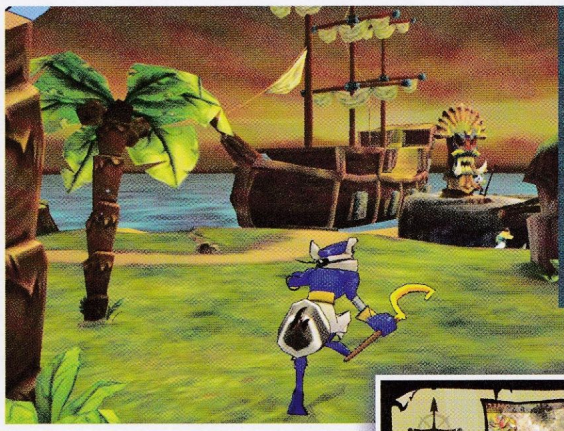
PLENTY O' PLUNDER

Now the gang is free to drop anchor and explore the island. To pull up the treasure map, press L1 to display the current clue to find the treasure. The starting position is on the other side of the island where another pirate ship sits docked.

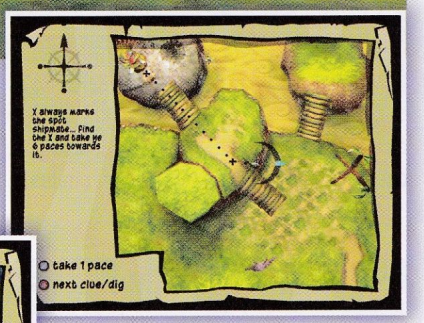


Watch out for the patrolling pirates and the nearsighted lizards that call the island home.

To get the treasure, just follow these steps:



Step #1: As Sly approaches the ship, he can see the tiki statue from the first clue. While in front of the statue, press and hold L1 to keep the treasure map out. Next, point Sly in a different direction and press ✕ to walk one pace at a time.



Step #2: Press ◉ when Sly is in position for the next clue. When correct, an X is marked on the map.



Step #3: Move 12 paces southeast of the statue and away from the ship followed by six paces to the east toward the crossed trees. Next, go 18 paces south to the center of the ring of palm trees.



Step #4: Walk 16 paces southeast and pass between the two large stones. Proceed 13 paces east onto the beach and then six paces north of the wreck. Press ◉ to dig up the buried treasure.

Dimitri is extremely grateful to have recovered his grandfather's diving gear. But before everyone can break out in celebration, Captain Lefwee appears and takes Penelope hostage.

Episode 5: Dead Men Tell No Tales

CARIBBEAN SEA: DAY 2



Lefwee's Ship, Death's Head, has sailed back to Blood Bath Bay with Penelope in its hold. Lefwee's expecting a reprisal, so there's no way to sneak back into the harbor. To rescue Penelope, the gang needs to stack the odds in their favor. Investigate the local sea creature that pirates fear to gain an advantage. In addition, Dimitri's newly acquired diving suit should help salvage more powerful weapons. To make it back to Blood Bath Bay, mercenary pirates in Lefwee's employ need to be eliminated.

CRUSHER FROM THE DEPTHS



JOB #1

The area has long been home to legends about a celebrated sea creature known only as "Crusher." It's feared by even the saltiest of pirates and resides deep in the most treacherous waters. Only the bravest dare seek out the great beast...and rarely do any return to tell the tale!

MONSTER MASH

Back on the deck of the gang's ship, move Sly over to the steering wheel to venture into open waters. When they reach their destination, the ship becomes enshrouded in an eerie fog. With the monster nowhere to be found, Sly recommends turning back. Suddenly, the ship comes under assault from the purple tentacles of the legendary Crusher! Panda King is the only one with firepower enough to keep the creature from destroying the ship. Fend off the tentacles by targeting them with fireworks.

LOCKED AND LOADED

As soon as one tentacle retreats, immediately start loading the next barrage. Keep the camera moving with the right stick and acquire the target as soon as it rises to unleash a full payload.



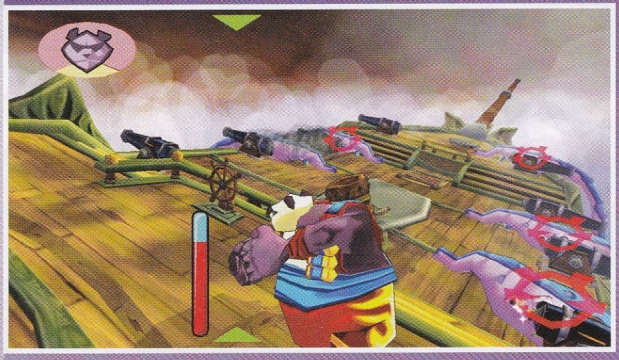
BOSS CRUSHER

Crusher raises a different appendage with a large orifice that fires flaming purple rocks. Dodge them and continue to hammer away with Panda King's fireworks.



Watch out for Crusher's projectile attacks.

Eventually, Crusher envelops the ship in his tentacles' grasp. Panda King needs to blast the tentacles on either side to loosen its grip. Neglecting one side causes the ship to list in that direction and potentially capsize.



When Crusher emerges from beneath the water, Panda King goes below deck to prepare more fireworks. Now it's Sly's turn to deal with the full might of Crusher. The great squid slaps five of its tentacles along the length of the ship. To defeat Crusher, attack its tentacles to stick them temporarily to the deck.



Attack Crusher's tentacles to make them stick to the deck.

When enough tentacles are attached, Crusher draws within range of the cannon. Fire the cannons into its face to deal the beast a massive blow. Watch it retreat and repeat the process.



After three cannon blasts to the face, Crusher is finally defeated.

At Bentley's suggestion, Guru attempts to get inside Crusher's head to gain a new ally. But as Guru starts to work his magic, he is pulled beneath the waves by a tentacle.



DEEP SEA DANGER



JOB #2

To equip the gang's ship with enough firepower to tackle Lefwee's forces, they need to explore a nearby shipwreck and salvage blast collars for their cannons. Dimitri volunteers to put his gear to use and dive into the wreck in the shark-infested waters.

AMP IT UP

It's fairly simple to grab the blast collars, as they glow brightly underwater. The biggest threat comes from the roving sharks. If one charges Dimitri, press ■ or ● to dodge sideways.

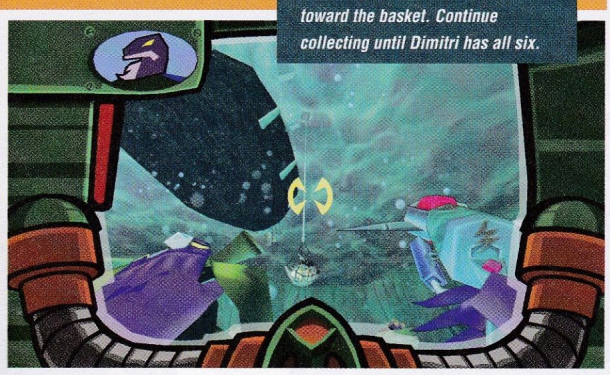




Simply follow the bubble trails to find the fish. Be ready with Dimitri's spear gun, as they often squeeze past jellyfish that sting when touched.

PERISCOPE UP!

While in control of Dimitri, press ▲ to move forward, ✕ to go back, and ■ and ● to move left and right respectively. Press R1 to fire Dimitri's spear gun.



Pick up each collar and swim toward the basket. Continue collecting until Dimitri has all six.

After obtaining the collars, Bentley thinks Dimitri should fortify the gunpowder with ground hammerhead shark bones. To lure the hammerhead sharks, Dimitri must swim in the narrow passages below the reef and catch two yellow dart fish—the preferred snack of hammerheads. Once Dimitri has two fish, head above the reef where the hammerheads are swimming. It takes just two shots to neutralize the predators.

FULL SPEED REVERSE

The most efficient way to eliminate the hammerheads is to fire the first spear from a distance. Once it hits and angers the shark, swim backwards while reloading before firing again. Time it right and emerge from the waters unscathed.



Now that the ship is armed to the teeth, it's time to hunt down the mercenary pirates Lefwee has put on the gang's trail. They don't know who they're messing with.

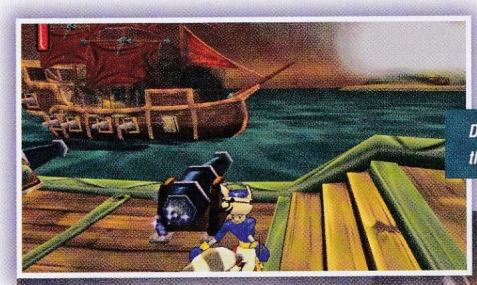
BATTLE ON THE HIGH SEAS


JOB #3

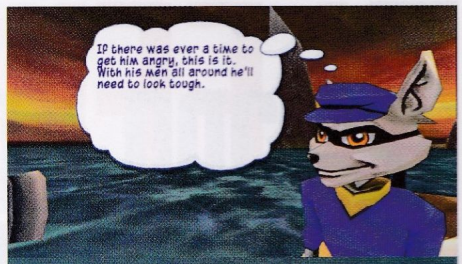
The Red Sail Sea-Dog Clan has been hired by Lefwee to hunt down the gang's ship. Luckily, they are spread across the waters searching. Pick them off in their smaller groups before they can gather and attack in unison.

HUNTERS BECOMES THE HUNTED

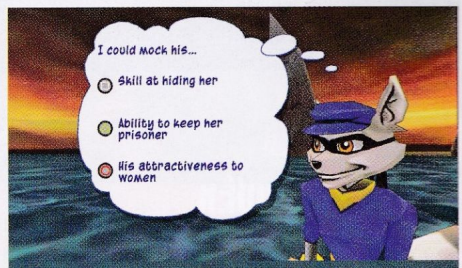
The first ship is an easy opponent. Once defeated, the gang obtains the Red Sail charts. Using the charts, Bentley can plot out the locations of the remaining Red Sail fleet and identify the best places to ambush them. Sail to the points marked on the sea chart and prepare to take on increasingly large numbers of enemies.


Defeat this ship to get the Red Sail charts.





Trick Lefwee into revealing Penelope's location.



There are several dialogue choices. To raise Lefwee's blood pressure, first insult his creativity and then his pirate talk. Finally, mock his ability to keep Penelope prisoner.

The ruse works and Lefwee reveals that she is being held at Skull Keep. Making haste, the gang returns to Blood Bath Bay. Go directly to the dock in the jollyboat and leave Murray behind to guard it.

Bentley radios Sly to let him know about the secret rear entrance he made earlier. Move to the top and into the room where Sly finds an explosive surprise—a bomb that resembles Penelope!

OPERATION: REVERSE DOUBLE CROSS


JOB #4

Although the gang is ready to mount a rescue, they can't be sure if Penelope is being held at Skull Keep or aboard the Death's Head. Without enough people to attack both, it's going to require some trickery to determine where she's located. Engage Lefwee in combat and then trick him into revealing Penelope's whereabouts.

TRICKS FOR ALL, TREATS FOR SOME

It only takes a few waves of cannon fire to disable Lefwee's mast. Once this occurs, Sly can board and attempt to scam Lefwee out of the information the gang needs. Suspecting trickery, Lefwee is quick to make Sly walk the plank. With an audience of his crew, there's no better opportunity to insult Lefwee's ego and trick him into bragging about Penelope's location.

SLAP HAPPY

Bentley needs to get past the four locks holding Penelope while pirates attack. Using Crusher's tentacles (press the left and right sticks), control its tentacles on either side of the ship.



Press L1 and R1 to slam the deck and the pirates.

Eventually, Lefwee takes Penelope hostage, forcing the gang to call off Crusher. Sly swoops in to help but falls overboard.

BOSS LEFWEE



Penelope isn't one to back down from a fight and comes to Bentley's aid by dueling Lefwee atop the mast. Use the left stick to jump or duck, press □ for a low sword attack, and press △ for a high sword attack.

NEVER RETREAT, NEVER SURRENDER

There are no health meters in this fight and Lefwee's swings can knock Penelope back a good distance. Keep track of her progress based on her position while pushing to the left at all times.

Lefwee is quite the showman in front of his crew, as he will indicate which direction he is going to attack based on how he wields his blade. Lefwee pulls his sword back across his body for a low attack and flourishes it overhead before a high attack.





On the first tier mast, Lefwee only uses low attacks which can be dodged by jumping. When Lefwee gets tired, he tips his hat to the lady. Take this opportunity to strike him with a high attack. Force him to the left until he falls down to the next level.



Carmelita's mercenaries swarm the skies to provide back-up for their boss. Dodge their gunfire while Sly ascends Carmelita's other side in a similar manner. Pull off the other side of the mask to release Carmelita from its power.

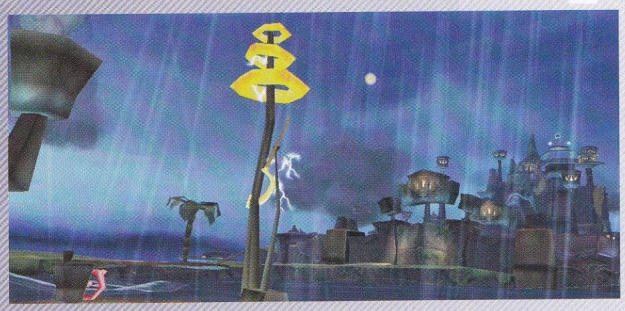
Now that the miners have been driven off and the Mask of Dark Earth is no longer a threat, the gang happily welcomes their newest member—Guru!

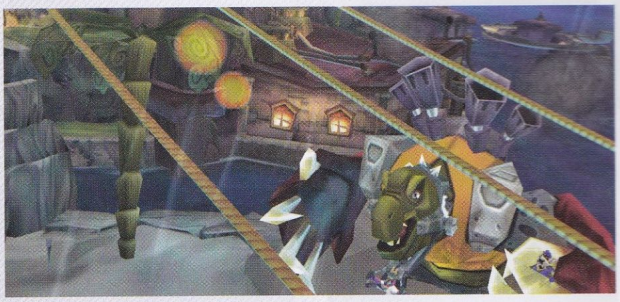


At this point, Lefwee pulls out all the stops and uses high and low attacks. Pay attention to the wind-up to predict his strikes and dodge accordingly.

The gang not only saves Penelope, but Bentley gets a girlfriend out of the ordeal! Much like Panda King, Dimitri informs the gang that he is now their dedicated frogman. With the perfect team assembled, it's finally time to claim Sly's inheritance within the Cooper Vault.

Episode 6: Honor Among Thieves
KAINE ISLAND, SOUTH PACIFIC





Sly's mind returns to the present where he's still caught in the inescapable grip of Doctor M's mutant monstrosity. With his end in sight, Sly wishes the team he assembled had a chance to live up to their collective potential. In the distance, the Cooper Vault door was opening to reveal his family's legacy. What does it contain? Would he have measured up to his Cooper ancestors? Would his father be proud or ashamed of him?

CARMELITA TO THE RESCUE

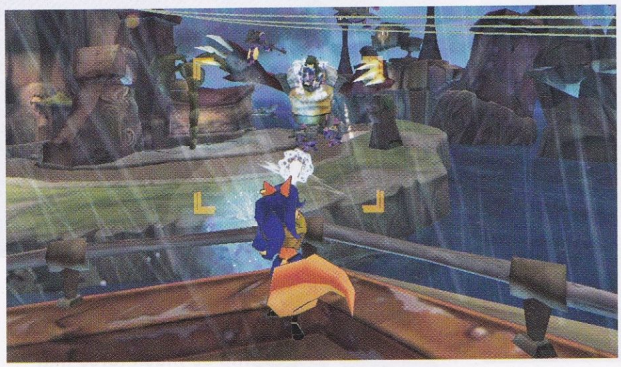


JOB #1

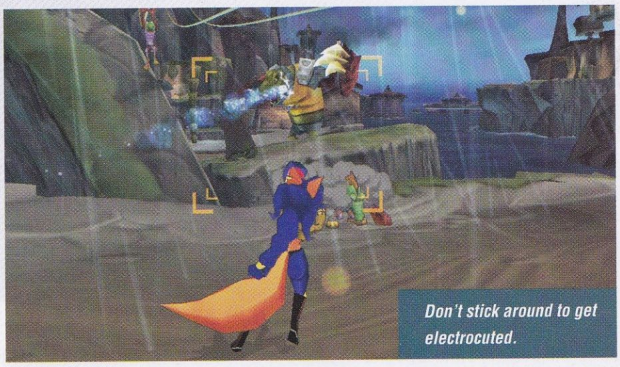
Unbeknownst to Sly, Carmelita is approaching the island just in time. With her mercenaries in tow, they couldn't be a bigger sight for sore eyes. Their landing craft pulls up just off the shore and they begin their attempt to save Sly.

DAMSEL IN CONTROL

As Carmelita, fire away at Doctor M's monster and don't let up. Dodge the bombs he throws and keep wearing him down. Once he's down to two-thirds of his health, an explosion to Carmelita's right creates a path.

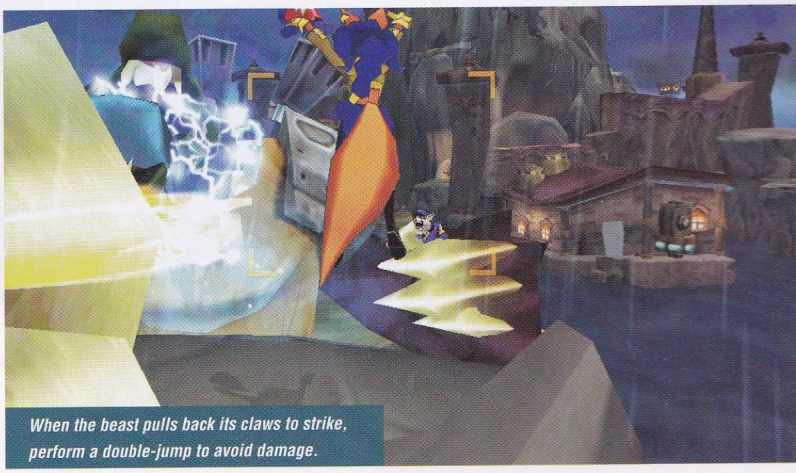


Continue to the right and keep firing at the monster. Doctor M's crocodile-lobster hybrids zipline into the fight, but they are a poor match for Carmelita's firearm. Whittle away another portion of the monster's health and suddenly the power lines fall to the ground.



Don't stick around to get electrocuted.

Go to the right and hop onto the sunken rock spire to reach high ground. There, Carmelita comes face-to-face with Doctor M's creation. Unload her gun at its ugly mug, but watch out for its huge paws. Once Carmelita has depleted the monster's health, Doctor M confronts her and orders his monster to dispose of her



When the beast pulls back its claws to strike, perform a double-jump to avoid damage.

A DEADLY BITE



JOB #2

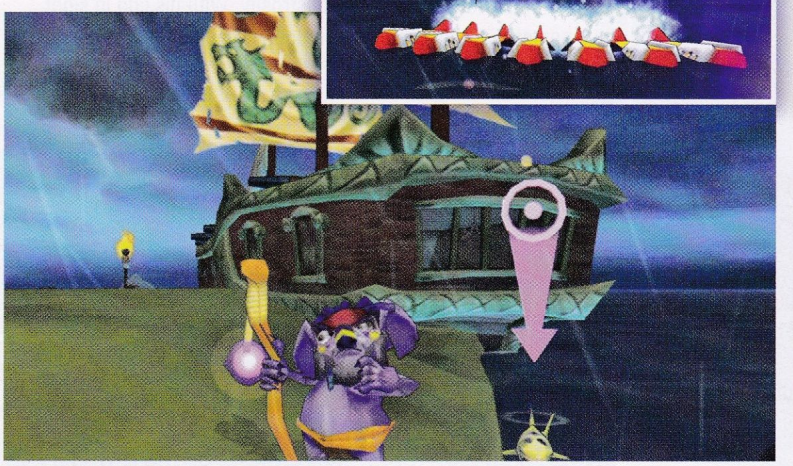
With Sly temporarily out of commission, the gang must attempt to recover his cane before Doctor M can. Unfortunately, Doctor M has surrounded the island with an electromagnetic buoy designed to catch metal boats. Guru is the only gang member who doesn't carry any metal equipment, so it's up to him to try and convince the local sharks to attack the buoys.

JUMPING THE SHARK

Follow the waypoint to the shark and possess it, then ride it to the rest of the pack. After Guru possesses the second shark, Doctor M's marine defense system comes online so avoid them at all costs.



Once Guru befriends a shark once, it follows him wherever he goes even if he dismounts.



Ride the shark to the buoy and dismount. Press ◉ at the buoy to activate its controls and then drive the first shark into a feeding frenzy.



Jump to avoid the sea mines floating in the water.

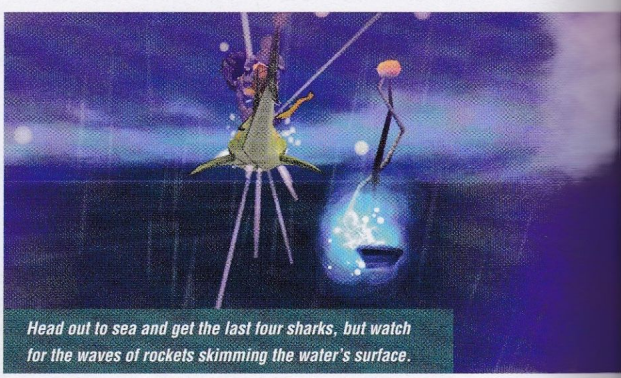
Hop onto the marked shark and ride it to the next two aquatic recruits. Possess them both and ride back to the buoy. Activate the panel again and continue to gather more sharks. Take control of three more sharks and repeat this process.



FASTER THAN LIGHTNING

Jump to avoid the electrical attacks from the defense systems. Time Guru's jump to occur right as the chirping sound speeds up to indicate it's fully charged.





Head out to sea and get the last four sharks, but watch for the waves of rockets skimming the water's surface.

Once all 10 sharks have sunk their teeth into the buoy, it explodes with so much force that it launches Sly's cane into the water. With the buoy disabled, Dimitri can now go in search of Sly's cane.

THE DARK CURRENT



JOB #3

At this point, Penelope briefs Dimitri on his mission. The smooth operator has terrible timing, though, mistaking Penelope's instructions with an attempt to get him alone. After being roundly rejected, Dimitri dives down after the cane.

RIDING THE WAVES

Dimitri must act fast, as Penelope is detecting more crocodile-lobster hybrids on an intercept course. Dodge the interfering claws as Dimitri chases down the cane. The narrow tunnel eventually opens up into a large underwater chamber. In the center, there is an enormous genetic creature courtesy of Doctor M, who now has the cane.



The good doctor possesses the cane.

DIVER DOWN!

The controls for Dimitri are slightly different in the middle of this dark current. Press the face buttons to move up, down, and side to side respectively. Hold down L1 to dodge faster, but note that this depletes the stamina bar on the left. Aim Dimitri's spear gun with the left stick and fire with R1.

Now it's time to eliminate Doctor M in his red control bubble. He fires spinning disks that emit a powerful red shockwave that travel along a horizontal or vertical axis. When he unleashes this attack, dodge in the perpendicular plane when it settles into position. Check out the screenshots and text that follow for more specific instructions.

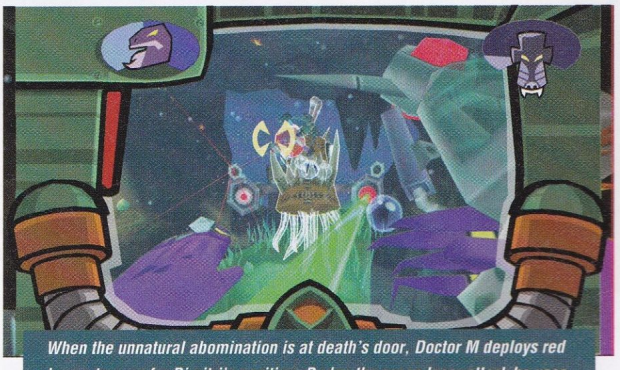
After the battle with Doctor M, the villain still manages to escape with Sly's cane! Empty-handed, Dimitri returns to the gang's ship. They regroup and plan their next step.



The monster extends its tentacles out to reach the walls of the cave, narrowing Dimitri's options.



The creature periodically attempts to suck Dimitri into its mouth. Just shoot Doctor M twice to avoid winding up in the beast's gullet.



When the unnatural abomination is at death's door, Doctor M deploys red lasers to scan for Dimitri's position. Dodge the green laser attack he uses when he locks onto Dimitri.

BUMP-CHARGE-JUMP

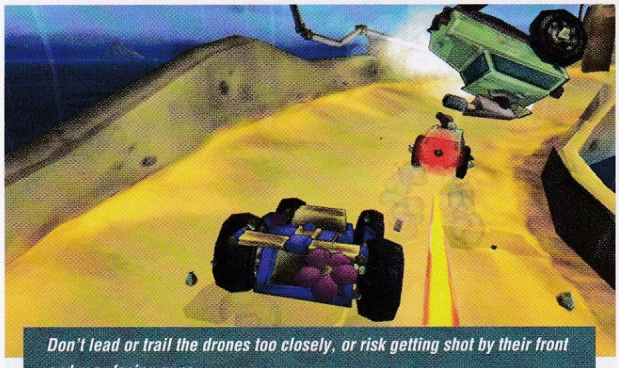


Back on deck, Sly's finally back up on his feet. The radar towers linked to rocket turrets have the skies around the island completely locked down. However, Penelope's newest upgrade to her RC car might just be the answer. Sly's a little too woozy to undertake this task, so Penelope has Panda King launch her RC car into the drone patrol pipe for a demonstration.

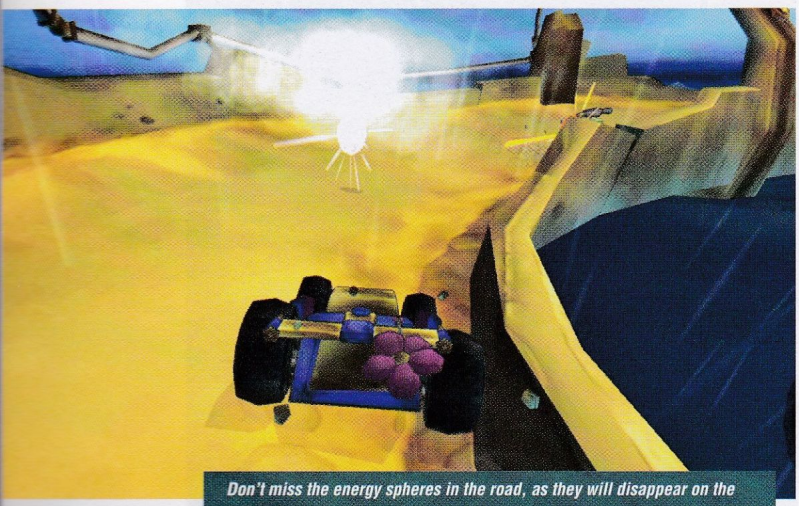
CHARIOTS OF FIRE

In addition to the normal RC car controls, this upgraded version is equipped with punchers on the left and right, activated by L2 and R2 respectively. Use the punchers to knock off five drones and claim their pink energy spheres in the middle of the road.

Once five spheres are collected, Bentley opens a jump gate and launches the RC car straight through Doctor M's radar tower. The RC car lands on another drone track, so just repeat the process twice more to destroy the last two radar towers.



Don't lead or trail the drones too closely, or risk getting shot by their front and rear-facing guns.



Don't miss the energy spheres in the road, as they will disappear on the next lap.

DANGER IN THE SKIES



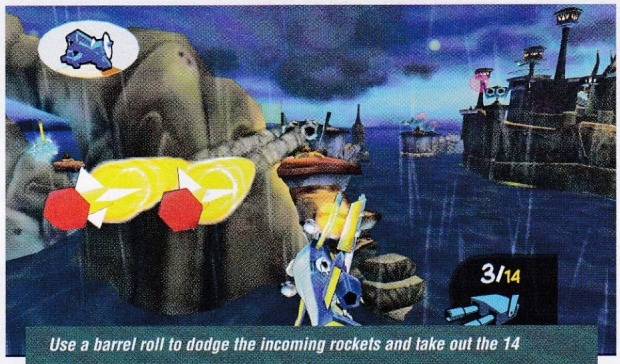
Now that it's possible to fly in relative safety, Sly insists he's ready to get back into the mix. Bentley warns him that the biplane launcher is still experimental, but Sly isn't worried. After all, it's his family legacy at stake.

YOU'VE LOST THAT LOVING FEELING

Although the radar towers are destroyed, their attached rocket launchers are still fully operational. To disable the turrets, destroy their green sensor banks. The caveat is that the sensor banks are only briefly exposed after a rocket is launched.



Shoot quickly, as the banks are revealed for a short time only.



Use a barrel roll to dodge the incoming rockets and take out the 14 launchers scattered about the island.



Ammo is disbursed around the island. Check out the stash directly beneath the Cooper Vault at the island's peak.

YOU KNOW HOW WE ROLL

Approach each launcher from its right side. When Sly barrels roll left to dodge the rockets, the plane should be lined up perfectly with the sensor bank.

FISSILE MISSILES

Backup arrives from Doctor M's lab in the form of shielded bat-donkey hybrids. Sly's cannon can't hurt them, but Bentley has upgraded the plane with missiles. Hold L1 to target an enemy and release the button when Sly's crosshairs blink. The first missile takes down the shields, allowing Sly to use his cannon to finish them off.



Be quick with the trigger button, as the enemies' shields regenerate over time.

WHALE FAIL

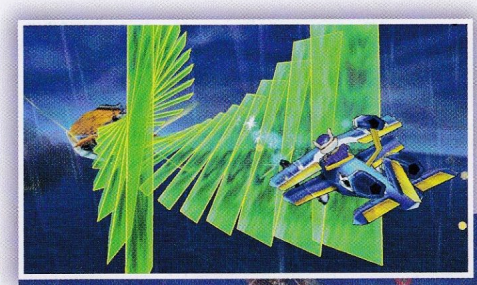
After removing 20 of these hybrids, a whale-dragonfly monstrosity piloted by Doctor M emerges from the water. Give chase and fire at Doctor M's compartment in the rear. Doctor M launches pods that open up to fire a pair of rockets at Sly, but it's nothing a barrel roll can't handle. Follow the screenshots and accompanying captions to make it through this fight unscathed.



Perform a barrel roll to avoid the incoming rockets.



It's more difficult for the rockets to hit Sly when he's flying right behind Doctor M. Stay in this semi-blind spot and unleash Sly's cannons.



Take out one-third of Doctor M's health and he responds by emitting turbulence-inducing green energy bars. Maneuver between them to avoid damage and continue to fire.



At about half health, the good doctor uses up to three rocket pods that fire in staggered pairs. Dodging them requires more precise timing.



Near the end of the fight, Doctor M starts producing more green energy fields that alternate axes. Thread the eye of the needle and keep firing.

In spite of Sly's best efforts, Doctor M refuses to go down. Frustrated, Sly leaps from his biplane. Deploy his Paraglide to guide him onto Doctor M's craft. Doctor M then reveals a bit of history about the Cooper gang and Sly's father.

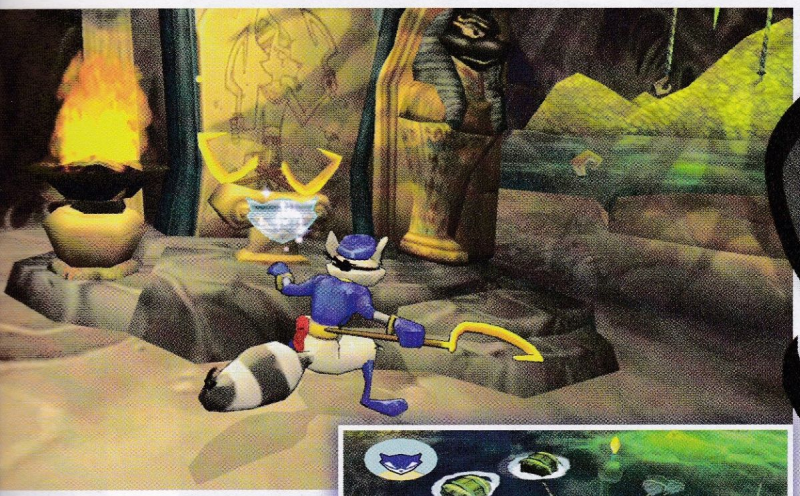
THE ANCESTORS' VAULT


JOB #6

While in the entry to the vault, the group examines the significance of the aged and archaeological structure. The rest of the vault is only accessible to Sly.

MEMORY LANE

Piles of gold fill the Cooper Vault, along with numerous portraits of Sly's ancestors. Walk up to them and press ◉ to learn about Sly's past.

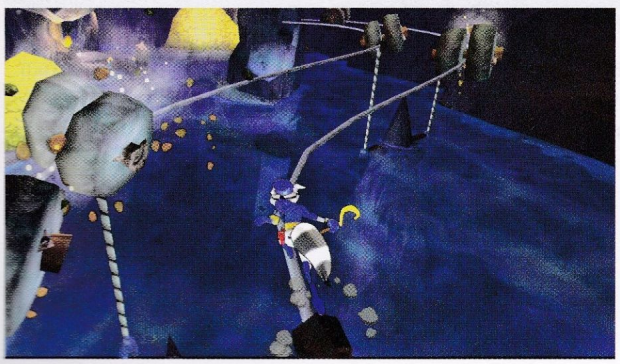




To cross the water, Sly needs to ride the floating barrels rotating around a center axis. They rise and fall on the water's surface, so precise timing is required. Spire jump onto the center pole, and then cane swing to the stationary floating barrel ahead. Cane swing across the hooks into a spire jump. Hop the barrels and make it safely to the pier.

SIR COOPER

Cross the floating barrels and use the wall hook to climb up. Giant stone wheels roll down the rails ahead. Alternate between the parallel rails to continue.





PLAYING HOOKY

The vault's wall hooks open up and release Sly when he holds on for too long. Don't hesitate between jumps, or risk getting dropped in the drink.

COOPER & THE 40 THIEVES

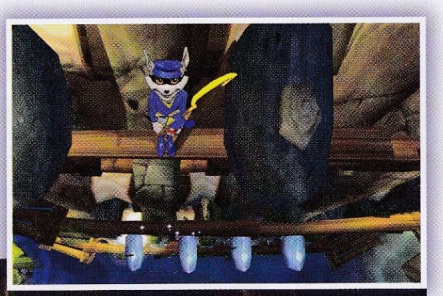
Just past the wheels, paraglide down to another portrait of a Cooper ancestor said to have the skills of 40 thieves. Then hop the barrels, cane swing, and use the wall hook to ascend. Paraglide down onto an island featuring a column of giant rotating boulders. Scale the column to the top and paraglide further into the cave.

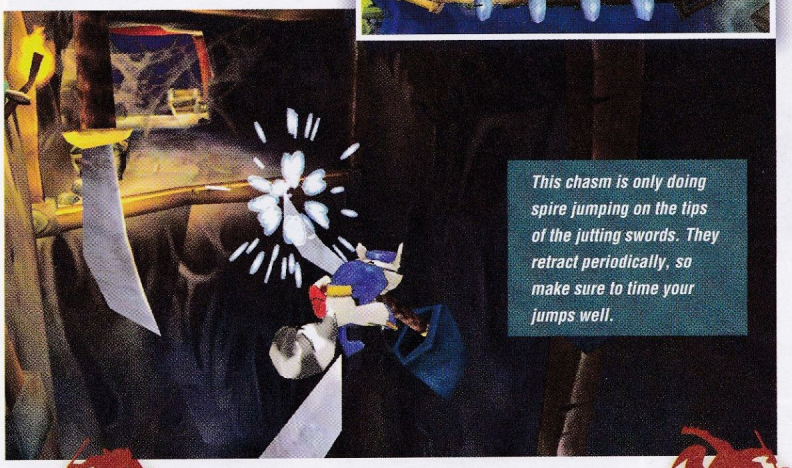




Activate the portrait of the strongest Cooper relative and a large, metal figure eight begins to pivot. Ride the edges of it and hop to the rocky formation ahead.

Hop onto the wooden platform and sneak across and past a series of stone hammers. Pause in between them to avoid their punishing blows and climb the rope on the other side. Continue past two more tiers of hammers and enter a tunnel.

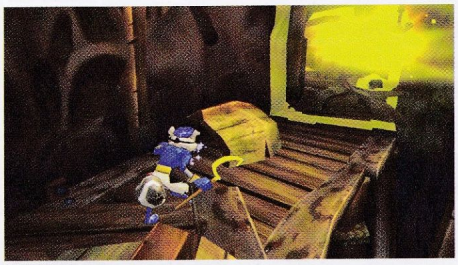




This chasm is only doing spire jumping on the tips of the jutting swords. They retract periodically, so make sure to time your jumps well.

SPARKLE, SPARKLE

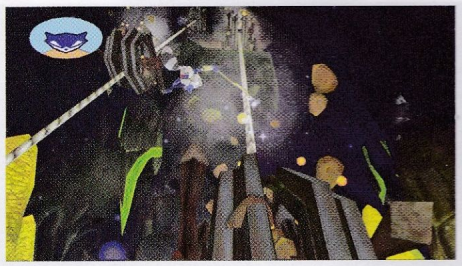
The tips of the swords flash brightly just as they're about to retract. Use this as a cue to find more solid footing.



Spire jump, cane swing, paraglide, and use the wall hook to push forward. After a history lesson on a Cooper that also stole from pirates, crawl into the hollowed out stumps and avoid the fires of the skulls overhead.

COWBOY COOPER

Ride the rope down to Tennessee Kid Cooper's portrait, and then barrel hop and grind the figure eights to reach another platform.

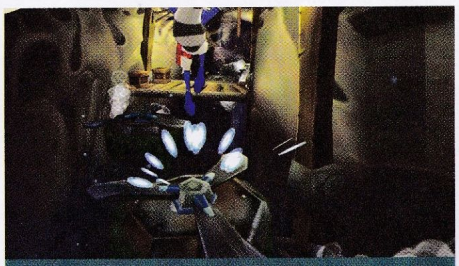


Jump back and forth between the ropes ahead to dodge the rolling wheels. At the top, paraglide down to find a portrait of the most gentlemanly, Victorian-era Cooper. Hop the barrels to the center spire and cane swing to the next area.



Proceed with caution, as the cane swing points can open while he's attached to them. Like the sword points, they also flash before opening.

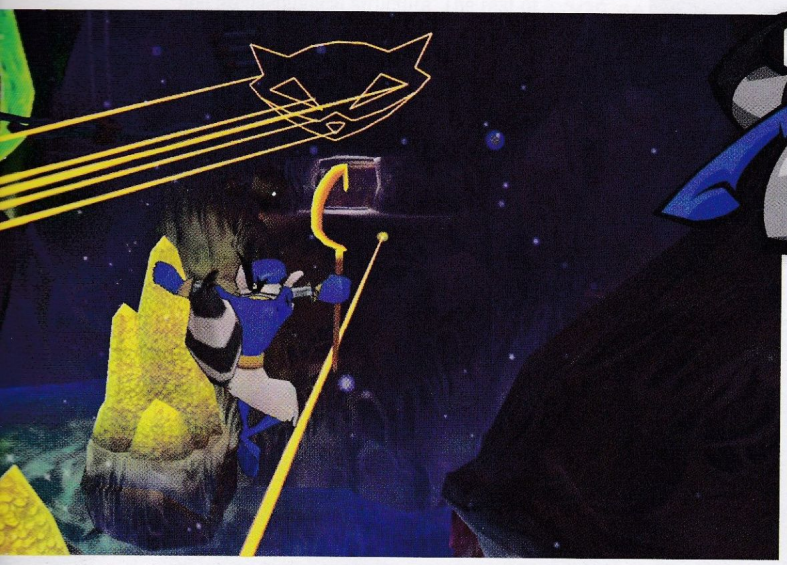
Spire jump across the rotating armatures and use the wall hook to get back on land. Hop on the alternating giant hammers and double jump to land safely on the hammer above. Check out the most renowned fighter pilot in the Cooper family before moving on. Cane swing across more alternating points and enter a passage filled with rotating propellers.



Hop onto the propellers when they aren't spinning. Also, note that these flash right before they become dangerous.

CONNER COOPER

Finally, Sly arrives at his father's shrine. But to proceed he needs a move that isn't in his repertoire and certainly not in the Thievius Racoonus. Take a leap of faith and grind the laser beam.



Now that Sly knows what to do, the field of laser beams shouldn't be nearly as intimidating as it looks. Grind through to reach the heart of the Cooper Vault.

STAND YOUR GROUND



JOB #7

While Sly explores the vault, Bentley and Murray hold down the fort. But suddenly, some viper-tiger hybrids descend into their area. Realizing that there's nothing more important than standing by your friends, they spring into action to stem the tide of Doctor M's goons.

AGAINST ALL ODDS

The viper-tigers attack with deadly sonic screeches and bombs. They're eventually joined by crocodile lobsters, which can block attacks with their claws.

After the last henchman is defeated, Doctor M descends and attempts to compare Bentley to himself. After a brief exchange, Doctor M attacks Murray and Bentley.

TACTICAL TREASURES

While Murray grapples with Doctor M in the center of the room, Bentley notices something peculiar about treasures atop the raccoon busts encircling the room. He concludes that their location outside the vault proper makes it more likely they're part of a security system than actual loot.



Use the Hover Pack to reach the treasure between the ears of one of the busts. Pick it up and return to where Murray and Doctor M are struggling. Press ◉ behind Doctor M to plant the treasure on him, making him a conduit for the electric current running through the statue.



Continue to plant treasures on Doctor M but don't forget about the elephant guards that join the fray.



Take cover behind the raccoon statue and use the Grapple-Cam's gun to dispose of any foes.

After placing the fourth treasure on Doctor M, he stops momentarily. Drunk on success, he reveals he planted a tracker on Sly's cane and can now safely enter the vault using the data he's collected.

FINAL LEGACY



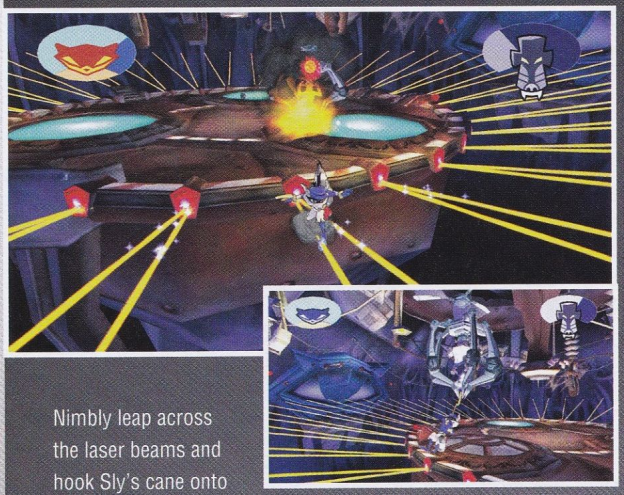
JOB #8

BOSS DOCTOR M



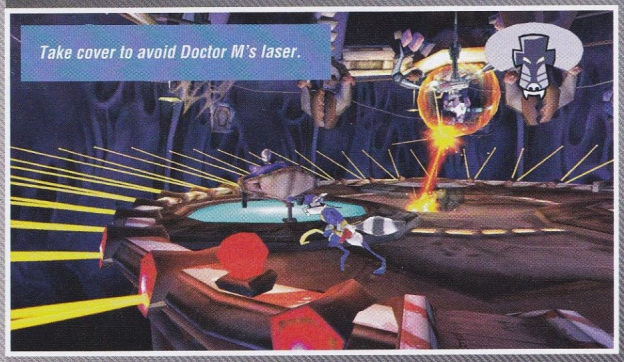
The mad doctor sneaks up behind Sly in the heart of the Cooper Vault and, without further ado, tries to finish off Sly once and for all.

Doctor M's cranial robotic augmentation makes him a formidable opponent. It's easy to underestimate him based on his sluggish single-fireball attacks, but don't get too comfortable.



Nimbly leap across the laser beams and hook Sly's cane onto his robotic legs to hitch a brief ride. Once back on solid ground, strike quickly.

Doctor M will recover and levitate overhead, protected by a burning shield. While in this form, he emits a solid laser beam that tracks Sly's location. Simultaneously, a Cooper family vehicle rises up on one of the circular launch pads on the platform. Crawl underneath the vehicle and let the laser blast it to pieces.



Take cover to avoid Doctor M's laser.

When Doctor M returns to ground level, he will occasionally rise and attempt to squash Sly with his mechanical appendages. In addition, a blue sphere of electricity will relentlessly roll after Sly.

The giant spheres make it tough to get close to the mad Doctor. Hop along the laser beams encircling the rooms to lure them over the edge and into the abyss.

After he loses about one-quarter of his health, Doctor M repeats his attack cycle from the beginning. He upgrades to a pair of electrical spheres and a running charge that leaves a dangerous electrical wake behind it. His ground slam now also emits a limited electrical field.



When Doctor M's health is reduced to about one-third, his attacks change from electricity-based to fire-based. His ground pounds also send out an ever-widening circle of flames.

Toward the end of the fight, Inspector Fox blasts her way in. After a bit of flirty banter between Sly and Carmelita, Doctor M tries one last bitter attempt at revenge against the Coopers and fires at Carmelita. Blast away relentlessly at Doctor M until he's finally defeated.

MULTIPLAYER

Within *Sly 3: Honor Among Thieves,* there are a total of four multiplayer games. When you first start the game, two of them are available to play right from the outset. To unlock the other games, you must progress further in the story. To play the games, go to the Game Menu screen and select the Two Player option.

COPS & ROBBERS

Game Objective: *Sly steals the loot and gets it to the safe points. Carmelita needs to stop Sly.*

Play as either Sly or Carmelita in this two-player face-off. As Sly, the goal is to collect various pieces of loot around the map—which are marked by waypoints—and drop them off at safe points. As Carmelita, the objective is to defeat Sly using the trusty Shock Pistol. The first player to reach a score of five wins! In and around the environment, some star shapes will periodically appear. Collect them to obtain a temporary Power-Up.

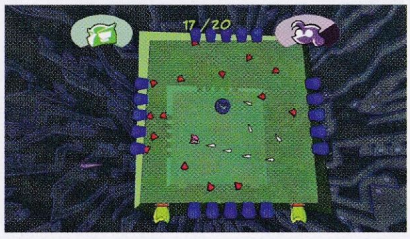
FOX HUNTIN'

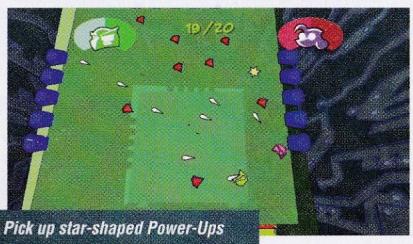
When playing as Sly, there are an assortment of green panels that you can use to throw Carmelita off your trail. Look for the glowing Sly icons in order to use these switches.

HACKATHON

Game Objective: *Hack into computers together!*

The goal here is to sneak into a high-tech computer security system and survive wave after wave of attacking sentries. Work with or against one another to rack up points and be the first to make it to the exit gate! To move your avatar, press the left stick or the d-pad in any direction. You can shoot by pressing the right analog stick or the face buttons to fire in any direction.





Pick up star-shaped Power-Ups to gain one of several abilities.

BIPLANE DUEL

Game Objective: *Sly and Carmelita battle it out in the skies.*

Play as either Sly or Carmelita and go head-to-head in a fierce two-player dogfight. The first player to rack up 10 kills wins! While floating around the environment, look for star-shaped icons that will give you a special Power-Up. Once collected, press the L1 button to fire or use it.



GALLEON DUEL

Game Objective: *Avast! Sink the other ship before it sinks you!*

Play as either Sly or Bentley in this swashbuckling ship battle. The goal is to steer and repair your ship while trying to destroy your opponent's ship. The first person to sink the enemy ship three times wins the match.

Each player has a row of cannons on the port and starboard side of their ship. Simply steer your ship and fire the cannons at your opponent. Firing a cannon releases all the ammunition from the cannons in that row. When your ship takes damage, you must run to the damaged area and repair it or your ship will sink!

BARNSTORMING

Forgo the ammo located underneath the bridge and instead grab it from a barn. The barn provides brief cover while reloading, possibly throwing your opponent off your trail.



CANNON FODDER

Activating any cannon on the side of your vessel fires all of them, provided none of them are in the cooling phase. Each cannon fires at a slightly different time, meaning that they don't all cool simultaneously. Keep this in mind and balance the need to attack against the number of available cannons.

MOVE MINI-GAMES

The *Sly Cooper Collection* includes four mini-games for you and your band of thieves. To get started, choose one of the four available characters—Sly, Bentley, Murray, or Carmelita—and select a game. Each game earns you points and the player with the most points at the end of the game wins.

Treasure Snagging

Game Objective: *Collect your colored piece to score points. Shoot other players' pieces to prevent them from scoring.*

After the Cooper gang thwarted Dimitri's counterfeit ring, the printing press exploded and flung all of his treasures into the night sky. It's raining the incarcerated iguana's goods, so grab as much loot as possible! Aim your cursor at the falling pieces with your character's icon, then fire away. Once you get a hold of the piece, pull the controller toward you to reap its rewards.





To stop your opponents from scoring, shoot and destroy their icons. You only have one minute to accumulate points.



If you spot a spinning star on-screen, grab it before your rivals do. The stars earn you a whopping 1000 points!

Guru Dart Shooter

Game Objective: *Shoot the enemy, not the guru!*

The Guru wants to test how much you have learned from his mystical "Dreamtime" art. He will judge based on your abilities to stop the bad guys while keeping the innocents unharmed—namely himself. Aim the cursor and shoot at the barrage of the Contessas that appear in the gallery for points. Avoid firing at the Guru; if you accidentally hit him, your gun will not fire for five seconds.





If you spot a dangling Clockwerk speeding by, set your sights on taking him down for a cool 1000 points.

Bentley RC Race!

Game Objective: *Guide your RC Chopper through the rings to score points.*

Bentley is testing out his reconnaissance-equipped RC copters. He says the crew should collect as much loot as possible during the test run. Steer the copter and evade any obstacles along the way, maneuvering it through the floating rings. Each ring you pass through earns 200 points and the first person to pass through the finish ring is rewarded with another 1000 points.





Steer clear of these spiny explosives marked by flashing red lights, or risk losing 100 points and combusting your RC copter.



Interpol Target Practice

Game Objective: *Shoot your colored target to score points. Shoot other players' targets to prevent them from scoring.*

Carmelita is training her Interpol agents with a sophisticated new targeting system. To stay one step ahead of her, the Cooper gang intends to participate in one of the practice drills—right under her nose! Aim your crosshair at your colored target and rapidly fire at it to earn points.



The fastest way to rack up points is to keep your finger firmly pressed on the △ or R1 button.

You can deter your opponents by firing at their icon. One hit will cause it to freeze, preventing them from earning points until it is fixed. When your target is encased in a red bubble, aim your crosshair at the target, press ✕ or Move, then pull the controller forward you to release it.



TROPHY LIST

Sly 1 Trophy Set

NAME	DESCRIPTION	TYPE
True Thievius Raccoonus	Unlock all trophies for Sly Cooper's first outing	Platinum
Foxy Lady	Collect a police file from Carmelita	Bronze
Coin Collector	Collect a single coin	Bronze
Coin Recycler	Collect 60 coins	Bronze
Coins, Coins Everywhere!	Collect 99 coins	Bronze
Snowy Blueprints	Collect some snowy blueprints	Bronze
Programmers Can Do Anything	Collect some watery blueprints	Bronze
French Bulldog Style	Collect a blueprint from Muggshot	Bronze
Top of the Morning	Learn Rob McCooper's Explosive Hat Technique	Bronze
Sucker Punched!	Enter the world of Sly Cooper!	Bronze
Slytunkhamen Approves	Upgrade your shadow	Bronze
Run Like An Egyptian	Learn Slytunkhamen's secret move	Bronze
Dive Bomb	Learn Drake Cooper's Fast Attack Dive	Bronze
Slow Slacker	Upgrade your slow motion technique	Bronze
Take It Slow	Learn Dev Cooperinda's Slow Motion Jump	Bronze
Now Ya See Me	Learn Sir Andrew Cooper's Thief Replica Technique	Bronze
Coin Sucker	Learn Karen Cooper's Coin Magnet Technique	Bronze
Spikes Suck	Learn Sir Augustine of Cooper's Briefly Defy Gravity Technique	Bronze
Singing Gator	Collect a voodoo blueprint	Bronze
Freeze, You're It	Learn B.F. Cooper's Speed Up the Clock Technique	Bronze
Waterlogged	Learn Suzanne Cooper's Water Safety Technique	Bronze
Frog Legs	Defeat Sir Raleigh the Frog	Silver
Giving the Dog a Bone	Defeat Muggshot	Silver
Dance, Dance, Ruby	Defeat Mz. Ruby	Silver
Pandas Aren't Always Cute	Defeat Panda King	Silver
Time Stopper	Max out all slow motion techniques	Silver
Learn the Ropes	Start out on your Cooper adventure	Bronze
Pug Gambling	Enter Muggshot's territory	Bronze
Complete Darkness	Max out all shadow techniques	Silver
Bayou Lily	Enter the Voodoo swamp	Silver
Meeting the Ancestors	Find all the blueprints	Gold
Clash of the Clockwerk	Track down Clockwerk	Silver
Greedy Raccoon	Open all vaults	Gold
Oh No He Didn't	Defeat Clockwerk	Gold
Bottle Hoarder	Collect all clue bottles in any level	Gold
Nimble Like A Thief	Find all the dive moves	Gold

Sly 2 Trophy Set

NAME	DESCRIPTION	TYPE
Unlikely Bandit	Unlock all Sly Cooper and the Band of Thieves Trophies	Platinum
Art Snob	Replace a painting undercover	Bronze
Gotta Find Um All!	Collect 15 clue bottles	Bronze
Bottle Capped	Collect 20 clue bottles	Bronze
Soda Popped	Collect 30 clue bottles	Bronze
You Look Great In Pink	Purchase the Diablo Fire Slam from ThiefNet	Bronze
Rocking It Shell Style	Purchase the Hover Pack from ThiefNet	Bronze
Pink Fire Flop	Purchase the Raging Inferno Flop from ThiefNet	Bronze
Big Spender	Purchase the Paraglider from ThiefNet	Bronze
Fiery Fox	Escape from Carmelita	Bronze
Learn to Fox Trot	Dance with Carmelita	Bronze
Spider Legs	Pickpocket three items from Contessa	Bronze
Loot Pockets	Collect 100 coins	Bronze
Jail Bird	Break out Carmelita from Contessa	Bronze
Jailed Cotton Candy	Pickpocket three keys from Carmelita in Canada	Bronze
Bear Hug	Cause a bear fight in Canada	Bronze
Heads or Tails	Collect 500 coins	Bronze
Train Jumper	Hack the train	Bronze
He Is Flaming	Purchase the Fist of Flames from ThiefNet	Bronze
Someone Call A Doctor?	Purchase the Snooze Bomb from ThiefNet	Bronze
Artful Dodger	Purchase the Combat Dodge from ThiefNet	Bronze
Reptilian Robber	Defeat Dimitri	Bronze
Upset Stomach	Shoot down Neyla to help out Sly	Silver
Watch Out, It's Spicy	Defeat Rajan	Silver
Creepy Crawly	Defeat Contessa #1	Silver
More Creepy Crawlies	Defeat Contessa #2	Silver
Exact Change	Collect 1,000 coins	Silver
Tummy Trouble	Collect Clockwerk's stomach	Silver
Gold Medal Winner	Defeat Jean Bison	Silver
Moose Head	Steal the moose costume for Murray	Silver
Rise and Shine	Purchase the Alarm Clock from ThiefNet	Silver
Loot!	Collect 1,500 coins	Gold
Tick-Tock	Defeat Clock-La	Gold
Remote Trigger	Purchase the Trigger Bomb from ThiefNet	Gold
Sneaky	Purchase the Silent Obliteration from ThiefNet	Gold
Bird Dentist	Use Murray's strength to open Clock-La's mouth	Gold

Sly 3 Trophy Set

NAME	DESCRIPTION	TYPE
Master Thief	Unlock all trophies for Sly Cooper's final outing...final? Really?	Platinum
The Vault	Complete the Prologue	Bronze
Intimate Moments	Get close to Carmelita	Bronze
Undercover Raccoon	Use a Sly disguise in Venice	Bronze
Unleash the Guru	Meet the Guru	Bronze
Scorpion Cleaner	Dump off the truckload of scorpions	Bronze
True Friendship	Slow down Dr. M as Bentley and Murray	Bronze
Romantic Boat Ride	Complete the canal boat chase in Venice	Bronze
It's Halloween	Defeat mask-powered Carmelita	Bronze
I Think She Likes You	Ask Penelope for help	Bronze
Last Call	Finish the bar room brawl	Bronze
Vampire Exterminator	Stop the vampires	Bronze
Hug It Out	Complete Dynamic Duo	Bronze
Late Sleeper	Purchase the Alarm Clock	Bronze
The Bends	Collect Dimitri's diving gear	Bronze
Penny Pincher	Collect 500 coins	Bronze
Raccoon Paraglider	Obtain the Paraglider	Bronze
Everyone Needs a Foxy Lady	Carmelita to the rescue again	Bronze

NAME	DESCRIPTION	TYPE
Slytankhamen Approved	Purchase Shadow Power 2	Bronze
Bentley Plumbing	Destroy the pumps	Bronze
Beat Down	Defeat Octavio	Silver
Mayday, Mayday	Defeat the Black Baron	Silver
Digging Up a Bone	Defeat Muggshot	Silver
Dragon Punch	Defeat Chinese Dragon	Silver
Taking Out the Trash	Defeat LeFwee	Silver
Tentacle Terror	Defeat Crusher	Silver
So Gang, What's Next?	Defeat Dr. M	Gold
Coin Collector	Collect 1,000 coins	Bronze
Obsessive Raccoon	Complete 75% of the game	Gold
Earn Your Stripes	Complete 50% of the game	Silver
Whirlwind of Awesome!	Purchase Sly Spin Attack 3	Bronze
Jump Kick Like a Plumber	Purchase Sly Jump Attack 3	Bronze
Loot!	Collect 2,500 coins	Gold
Pink Power Murray Fighter	Purchase Diablo Fire Slam	Silver
OMG a Flying Turtle!	Purchase Hover Pack	Gold
100% Pure Cooper	Complete 100% of the game	Gold

Sly Mini-Game Trophy Set

NAME	DESCRIPTION	TYPE
Treasure Hunter	Play Treasure Snagging!	Bronze
Move It!	Score 5,000 in Treasure Snagging	Silver
Trained Student	Play Guru Dart Shooter	Bronze
Pink Hippo Mash	Score 6,000 in Guru Dart Shooter	Gold
Where Is Penelope?	Play Bentley RC Race	Bronze
Remote Controlled Turtle	Score 8,000 in Bentley RC Race	Silver
Interpol Rookie	Play Interpol Target Practice	Bronze
Carmelita Crime Crunch	Score 7,000 in Interpol Target Practice	Gold



THE SLY COLLECTION™

REMASTERED IN HIGH DEFINITION



OFFICIAL STRATEGY GUIDE

Written by Michael Owen & Off Base Productions

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